ADVANCED HEROQUEST

UNDEAD SUPPLEMENT

OUTTAKES FROM THE *ADVANCED HEROQUEST* UNDEAD SUPPLEMENT PUBLISHED AS TERROR IN THE DARK

BY GRAEME DAVIS

INTRODUCTION

In 1991, Games Workshop commissioned me to write "Advanced Heroquest Undead Supplement," based on a proposal I'd submitted the previous year when I still worked there. It was published through their roleplaying arm, Flame Publications, under the title *Terror in the Dark*, but not all of the material I wrote made it into the final product. This happens to freelancers quite a lot in the games industry. I shrugged, cashed the check, and went on to the next commission, and that was that - until November of 2024. Looking through some old disks in search of inspiration for a blog post, I came upon the original files, and I wondered whether there might be something usable among the stuff that hadn't been published. When I checked against my old and battered copy of *Terror in the Dark,* I was surprised to find just how much unpublished material there was. The obvious thing to do was to post a sample on my blog and see if anyone still cared about *Advanced Heroquest,* so I did. And it turned out that people did care, quite a bit. Over the next three months, I posted weekly instalments until everything was online. I worried that people might get bored and lose interest, but they didn't. Many asked me to make it available in book form - and Kristoffer and Travis offered to do just that.

So here you are. Thanks for your continued interest in *Advanced Heroquest,* and I hope you like it.

Graeme Davis,
March 2025

TONY ACKLAND

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FAN MADE

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THIS BOOK IS NOT INTENDED FOR SALE

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"Liadriel's oath, this is no fit place to be."
Sven Hammerhelm scowled and looked around sharply at Torallion. The Elf had stopped short in the dark, cramped passage, and was fastidiously beating dust from his jerkin for what seemed like the hundredth time.

"We all know you've no liking for being under honest rock," grated the Dwarf, "but must you make your girlish screams so loud? I'd sooner find trouble than have it find us."

"And what trouble might that be? It seems to me we've travelled a dozen leagues down these rat-holes, and met nothing but some nervous bats and an over-fed beetle. A fine song they'll make about our deeds in *this* place. It's fit only for the dead and for your misshapen relatives."

"Quiet, you two, for the love of Sigmar!" Heinrich Löwen stepped between them before the argument could develop any further. "We all heard what the chief priest said about the things in this place. If that – whatever it was..."

"Liche," put in Magnus, absently. The Wizard's eyes were narrowed, straining to see what lay in the darkness ahead.

"If this – Liche is indeed somewhere in these catacombs," Heinrich continued, "we'll need all our wits about us if we're to survive, let alone succeed. I know it's cramped and dirty down here," – the Dwarf made a disgusted noise deep in his throat – "but Sven's right. I was taught that surprise is a vital tactical element, so let's not make so much noise that we bring I-don't-know-what down on our heads." The warrior looked from Elf to Dwarf and back again. Neither looked happy, but it seemed that dissention had been avoided.

As they turned to move on down the passage, Magnus shot Heinrich a half-smile and a nod. Heinrich raised his eyes to the ceiling in response. Sven and Torallion were good companions and sturdy fighters, each in his own way, but the generations of hatred between their races had left a troublesome mark.

"AAAAAIIIIIIEEEEE!"

At the sound of the scream, Torallion whirled and loosed an arrow in a single smooth motion. The missile passed straight through the misty, luminescent figure that was rushing up the passage behind them. Magnus rummaged in a belt-pouch, and Heinrich readied his sword and prayed silently. If an arrow couldn't hurt the thing, could a sword? He allowed his eyes to flick quickly to one side, to where the Wizard stood. Magnus should be chanting by now – what was wrong?

From the corner of his eye, Heinrich saw Magnus pull the stopper from a small earthenware flask with his teeth, and hurl the contents at the onrushing figure. In his other hand the Wizard had a small jet carving of an open doorway with a raven perched on top. He held it before him like a shield, and Heinrich guessed that it must be some kind of magical amulet.

The liquid from Magnus' flask struck the ghostly figure like a breeze ripping through a plume of smoke. With a despairing wail, the thing tore into shreds and disappeared.

"What in Sigmar's name was..?" Heinrich had no time to finish the question. From the other side of them came a volley of arrows. Reflex made him duck – three of the missiles thudded into his shield, and a fourth hissed through the plume of his helmet.

Sven was already charging up the passage, covering his square body as much as possible with his shield. Magnus was holding out his amulet with one hand, and rummaging for spell ingredients with the other. Torallion crouched beside Heinrich, his face even paler than normal. An arrow was sticking out of his shoulder, and Heinrich could see that shaft was not of wood, but of bone. He looked up, and saw Sven about to swing his axe at a group of walking, living Skeletons.

"Sigmar!" He murmured. "It's true..."

HAZARDS

When the Heroes encounter a Hazard room, roll one die. If the result is odd, roll again and use the Hazard Table in the **Advanced Heroquest** rulebook. If the result is even, roll again and use the following table.

HAZARD TABLE	
D12	*Hazard*
1	Marshlight
2	Poltergeist
3	Sarcophagus
4	Non-Player Character
5	Shrine/Altar
6	Charnel Pit
7	Lectern
8	Workbench
9	Laboratory
10	Pillars
11	Gong
12	Undead Wandering Monster

MARSHLIGHT

The Heroes have encountered a chasm – use the special Chasm section from **Advanced Heroquest**, but don't add monsters or a treasure chest. This chasm is haunted by a Marshlight – the tormented spirit of some poor unfortunate who fell to his death in the chasm, which is now obsessed with luring others to their doom.

Each Hero who can see the Marshlight must make an Intelligence test. If the test is failed, the Hero will succumb to the hypnotic lure of the Marshlight, and start walking straight towards the chasm. A Hero who has resisted the lure of the Marshlight may try to save one who has not – he must make a Speed test to see if he can grab his comrade in time. If he is not stopped, a hypnotised Hero will march straight into the chasm, never to be seen again – unless he spends a Fate Point in order to throw off the hypnotic effect.

A Marshlight cannot be destroyed – the Expedition Mapper should record the fact that there is a Marshlight in this room, and the Heroes will have to contend with it each time they return to the room.

POLTERGEIST

This room is haunted by a Poltergeist. It is invisible and cannot be harmed, and it attacks by throwing things at anyone who enters the room. Go to combat as soon as the Heroes enter the room – in each combat turn, the Poltergeist throws one thing at every living creature in the room. The Poltergeist has a Bow Skill of 7, and the whole room is treated as a range of 1-3, so that the Poltergeist always hits on a roll of 4 or more. Its missiles hit for 1 damage die, and a Hero hit by a Poltergeist's missile (even if he loses no Wounds) must make a Bravery test or flee the room.

A Poltergeist cannot be destroyed – the Expedition Mapper should record the fact that there is a Poltergeist in this room, and the Heroes will have to contend with it each time they return to the room.

SARCOPHAGUS

At the centre of the room stands an ornate stone sarcophagus. The Heroes search the sarcophagus separately – this takes one Hero player phase. Roll on the following table when the Heroes search a sarcophagus:

SARCOPHAGUS TABLE	
D12	*Result*
1	**Nothing.** The GM may draw a Dungeon Counter.
2-3	**Treasure.** The sarcophagus contains treasure! Roll a dice and multiply the score by 5 to find the value of the treasure in GCs.
4	**Magic Treasure.** The sarcophagus contains a magical treasure! Roll two dice and consult the *Magic Treasure Table* in the **Advanced Heroquest** rulebook.
5-6	**Mould.** The decaying remains in the sarcophagus are covered with a thick blanket of mould, and the Hero's searching has triggered the mould to release its spores! Roll on the *Mould* table in the *Hazards* section of the **Advanced Heroquest** rulebook to find out what the mould does. It affects on those Heroes who are in the squares touching the sarcophagus.
7	**Undead.** The occupant of the sarcophagus may be dead, be he's still active, and he's none too pleased about people breaking into his resting place! Roll 1D12 on the following table to see what the Heroes have disturbed. 1 1 Skeleton 2 1 Zombie 3 1 Ghoul 4 1 Mummy 5 1 Skeleton Warrior 6 1 Undead Champion 7 1 Lesser Vampire 8 1 Ghost 9 1 Wight 10 1 Wraith 11 1 Spectre 12 1 Poltergeist - room now becomes a Poltergeist Hazard room.
8-10	**Swarm**. The sarcophagus contains a Swarm of creatures, which have been feasting on the remains. Roll again. 1-6 Rat Swarm 7-12 Beetle Swarm The Swarm attacks immediately.
11	**Stairs.** A hidden catch causes the sarcophagus to slide back, revealing a set of stairs leading down. Roll on the Trapdoor table in the **Advanced Heroquest** rulebook to see what is there.
12	**Trap.** The sarcophagus is trapped. Roll on the Traps Table (Chest column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the Hero searches the sarcophagus.

NON-PLAYER CHARACTER

This Hazard room contains a special Human character. You may only meet each character once on any Quest – if a result is repeated, treat it as *Wandering Monsters*.

NON-PLAYER CHARACTER TABLE	
D12	*Character*
1-2	Maiden
3-4	Witch
5-6	Man-at-Arms
7-8	Rogue
9-10	Alchemist
11-12	Witch Hunter

The Maiden is as described in the **Advanced Heroquest** rulebook, except that if the heroes are on a *Rescue* Quest (see *the Princes*s on p. 42 of the *Terror in the Dark* book), the Maiden is the person they have been sent to rescue. On such a Quest, she will not be encountered before the first two Quest rooms – treat this result as *Wandering Monsters* until the Heroes have discovered two Quest rooms. Also, treat this result as *Wandering Monsters* if the Heroes have already found the person they were sent to rescue. Use the Victim Character Sheet for the Maiden, instead of the scores given in the **Advanced Heroquest** rulebook. The reward for escorting her safely to the surface is given in the GM's notes for the Quest.

The Witch is as described in the **Advanced Heroquest** rulebook. Do not confuse her with the Witch who may be encountered as a follower or wandering monster.

The Man-at-Arms is as described in the **Advanced Heroquest** rulebook.

The Rogue is as described in the **Advanced Heroquest** rulebook.

The Alchemist is in the complex looking for rare ingredients for his mixtures. He will sell the Heroes spell components, if he has them with him. The Heroes may ask for ingredients for up to three spells. Roll a die for each ingredient they ask for; on a roll of 9 or more the Alchemist has the ingredient, and will sell it to the Heroes for the standard price. If he is attacked, the Alchemist will immediately teleport away.

The Witch Hunter is dedicated to rooting out and destroying evil. He has the same characteristics as a Sergeant, and will join the Heroes as a Henchman until the end of the expedition.

SHRINE / ALTAR

In the centre of the room stands a small shrine or altar. Refer back to the *Place Table* to find out whether the complex is Good, Neutral or Evil; then consult the following table to find out whether the shrine is good or evil:

D12	*Complex is…*		
	Good	*Neutral*	*Evil*
1-6	Good	Good	Evil
7-10	Good	Evil	Evil
11-12	Evil	Evil	Good

At a Good Shrine, the Heroes have the following options:

Praying. The Heroes can spend one exploration turn praying at the shrine. Roll a die and consult the following table to see what happens:

D12	*Result*
1-4	**Nothing.** The GM may draw a Dungeon Counter.
5-8	**Healing.** All Heroes who have lost Wounds get 1 Wound back.
9	**Miraculous Healing.** All Heroes are immediately restored to full Wounds.
10-11	**Blessing.** All Heroes who have lost Fate Points on this expedition get 1 Fate Point back.
12	**Great Blessing**. All Heroes count as Fearsome to all evil creatures they meet. The blessing last until the end of the expedition.

Searching. The Heroes may spend one exploration turn searching the shrine. Roll a die and consult the following table to see what they find:

D12	*Result*
1-3	**Nothing.** The GM may draw a Dungeon Counter.
4-6	**Treasure.** Roll a die and multiply the result by 5 to find value of the treasure in GCs. If the Heroes take the treasure, they lose a Fate Point each. In an Evil complex, the Heroes will only lose a Fate Point if they keep the treasure at the end of the expedition-if they turn it over to the authorities they will escape the wrath of the gods.
7	**Magical Treasure.** Consult the *Magic Treasure Table* in the **Advanced Heroquest** rulebook to find out what the treasure is. The Heroes may use this treasure on this expedition, but must hand it over to the authorities when the return to the surface – otherwise they will be guilty of robbing the shrine, and will lose a Fate Point each.
8-9	**Relic.** Carrying the relic makes a Hero Fearsome to any evil creature he encounters. If the Heroes are in a Good or Neutral complex, the relic must be returned to the shrine before they leave; if they are in an Evil complex, they may take the relic out of the complex, but must hand it over to the authorities as soon as they reach the surface. Failing to do so counts as looting the shrine, and cost the guilty character a Fate Point.
10-11	**Stairs.** A hidden catch causes the shrine to slide back, revealing a set of stairs leading down. Roll on the *Trapdoor* table in the **Advanced Heroquest** rulebook to see what is there.
12	**Trap**. The shrine is trapped. Roll on the *Traps Table* (*Chest* column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the Hero searches the shrine.

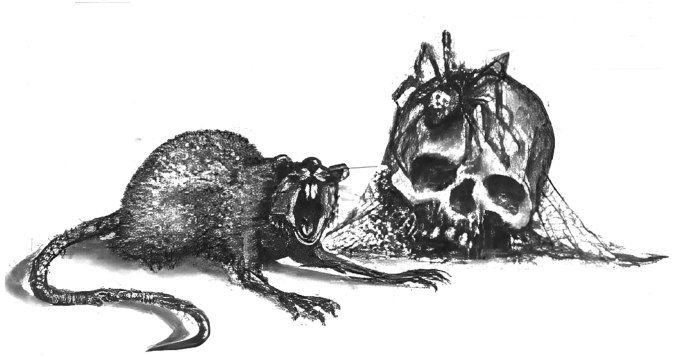
Forget It. The Heroes can ignore the shrine and move on. The Expedition Mapper should make a note that there is a shrine in the room which has not been investigated.

At an Evil Shrine, the Heroes have the following options:

Destroy the Shrine. The Heroes can strike a blow for Good by destroying any evil shrine they come across. This takes one exploration turn. However, there is a chance of something happening when the Heroes destroy an evil shrine. Roll a die and refer to the following table:

D12	*Result*
1	**Nothing.** The GM may draw a Dungeon Counter.
2	**Evil Gathers.** Evil creatures prepare to avenge the desecration of the shrine. The GM may draw two Dungeon Counters.
3-6	**Good Rises.** The forces of Good gain the ascendant through the Heroes' action, and hold back the forces of Evil slightly. The GM does not get to draw Dungeon Counter.
7	**Blessing.** The powers of Good smile on the Heroes' action. Each of them gain a Fate Point.
8	**Curse.** The powers of Evil curse the Heroes for destroying the shrine. Each of them lose a Fate Point. Heroes with no Fate Points are unaffected by this result.
9	**Vengeance**. The powers of evil send an emissary to avenge the destruction of the shrine. Roll again: 1-5 Bloodthirster 6-10 Daemonette 11-12 Greater Daemon of Tzeentch
10-11	**Stairs.** While destroying the shrine, the Heroes find a set of stairs leading down. Roll on the *Trapdoor* table in the **Advanced Heroquest** rulebook to see what is there.
12	**Trap**. The shrine is trapped. Roll on the *Traps Table* (*Chest* column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the Heroes attack the shrine.

Forget It. The Heroes can ignore the shrine and move on. The Expedition Mapper should make a note that there is a shrine in the room which has not been investigated.



CHARNEL PIT

In the centre of the room is a hole in ground, containing a huge mass of bones and debris. The Heroes can search the pit, or they can ignore it and move on (the Expedition Mapper should make a note that there is a pit in the room which has not been searched). Searching the charnel pit takes a full exploration turn; roll a die and consult the following table:

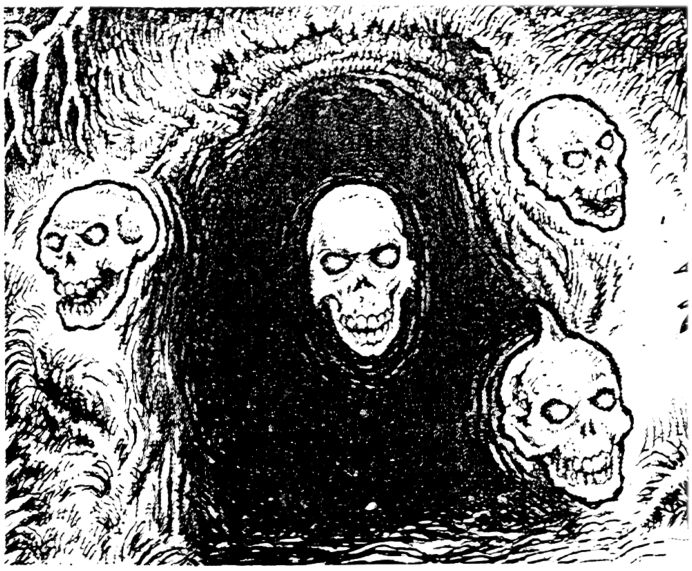
CHARNEL PIT TABLE	
D12	*Result*
1	**Nothing.** The GM may draw a Dungeon Counter.
2-3	**Treasure.** Roll a die and multiply the result by 5 to find value of the treasure in GCs.
4	**Magical Treasure.** The pit contains a magical treasure! Roll two dice and consult the *Magic Treasure Table* in the **Advanced Heroquest** rulebook.
5-6	**Mould.** The decaying remains in the pit are covered with a thick blanket of mould, and the Hero's searching has triggered the mould to release its spores! Roll on the *Mould* table in the *Hazards* section of the **Advanced Heroquest** rulebook to find out what the mould does. It affects only those Heroes who are in squares touching the pit.
7	**Undead.** The Heroes disturb some active undead creatures, which climb out of the pit and attack: Roll on the following table at the start of the GM phase of each combat round: 1-6 1 Skeleton 7-8 1 Zombie 9 1 Skeleton Warrior 10 1 Undead Champion 11-12 Nothing. Stop rolling - no more undead will come out of the pit.
8-10	**Swarm**. The pit contains a Swarm of creatures, which have been feasting on the remains. Roll a die. 1-6 Rat Swarm 7-12 Beetle Swarm The Swarm attacks immediately.
11	**Stairs.** A hidden door in the pit slides back, revealing a set of stairs leading down. Roll on the *Trapdoor* table in the **Advanced Heroquest** rulebook to see what is there.

LECTERN

At the centre of the room stands an ornate lectern holding a thick and ancient book. Refer back to the *Place Table* to find out whether the complex is Good, Neutral or Evil; then consult the following table to find out whether the book is good, neutral or evil:

D12	*Complex is…*		
	Good	*Neutral*	*Evil*
1-6	Good	Good	Evil
7-10	Good	Evil	Evil
11-12	Evil	Evil	Good

The Heroes can investigate the book, or they can choose to ignore it. If they ignore it, the Expedition Mapper should make a note that there is a book here which has not been investigated. If the Heroes investigate the book, roll a die and consult the appropriate table for the book's nature:



GOOD BOOK TABLE	
D12	*Result*
1	**Nothing of Interest.** The book has decayed during the years it has lain here, and is completely illegible. While the Heroes find this out, the GM may draw 1 Dungeon Counter.
2-4	**Spell Book.** The book contains four spells of the Bright College: The Bright Key, Flight, Power of the Phoenix and Courage. A Wizard of the Bright College may take the book out of the complex, and try to learn the spells from this book, copying them into his own spell book. The Wizard must make a successful Intelligence test to learn each spell, and may only try to learn each spell once. After that, the writing in the book magically fades, leaving it blank. Alternatively, the book may be sold to a Wizard for 250 GCs.
5-6	**Holy Book.** A Hero who spends a full exploration turn reading this book becomes filled with the essence of Good, so that he becomes Fearsome to evil creature until the end of the expedition. If the book is found in a Good complex, and Hero who attempts to take it from the lectern will lose a Fate Point. If it is found in a Neutral or Evil Complex, the book may be taken, but must be handed over to the authorities as soon as the Heroes return to the surface; failing to do so will cost the miscreant a Fate Point.
7-9	**Jeweled Tome.** The binding of this book is encrusted with gems. Roll one die and multiply the result by 5 to find out how much it's worth in GCs.
10-11	**Tome of Lore.** The book contains priceless lore, for which any scholar will pay 100 GCs. If the Heroes take the book back to the surface, they will be able to sell it for this sum.
12	**Enchanted Libram**. The book contains 4 spells, which can be cast from the book as though it were a magic scroll. Roll on the table for magic wands in the *Treasure* section of the **Advanced Heroquest** rulebook to find out which spells are in the book. After a spell is cast, the writing fades, just as with a scroll.

NEUTRAL BOOK TABLE	
D12	*Result*
1	**Nothing of Interest.** The book has decayed during the years it has lain here, and is completely illegible. While the Heroes find this out, the GM may draw 1 Dungeon Counter.
2-4	**Spell Book.** The book contains four spells of the Bright College: The Bright Key, Flight, Power of the Phoenix and Courage. A Wizard of the Bright College may take the book out of the complex, and try to learn the spells from this book, copying them into his own spell book. The Wizard must make a successful Intelligence test to learn each spell, and may only try to learn each spell once. After that, the writing in the book magically fades, leaving it blank. Alternatively, the book may be sold to a Wizard for 250 GCs.
5-6	**Holy Book.** A Hero who spends a full exploration turn reading this book becomes filled with the essence of Good, so that he becomes Fearsome to evil creature until the end of the expedition. If the book is found in a Good complex, and Hero who attempts to take it from the lectern will lose a Fate Point. If it is found in a Neutral or Evil Complex, the book may be taken, but must be handed over to the authorities as soon as the Heroes return to the surface; failing to do so will cost the miscreant a Fate Point.
7-9	**Jeweled Tome.** The binding of this book is encrusted with gems. Roll one die and multiply the result by 5 to find out how much it's worth in GCs.
10-11	**Tome of Lore.** The book contains priceless lore, for which any scholar will pay 100 GCs. If the Heroes take the book back to the surface, they will be able to sell it for this sum.
12	**Trap.** The lectern is trapped. Roll on the *Traps Table* (*chest* column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the Hero examines the book.

EVIL BOOK TABLE	
D12	*Result*
1	**Nothing of Interest.** The book has decayed during the years it has lain here, and is completely illegible. While the Heroes find this out, the GM may draw 1 Dungeon Counter.
2-4	**Jeweled Tome.** The binding of this book is encrusted with gems. Roll one die and multiply the result by 5 to find out how much it's worth in GCs.
5-6	**Tome of Lore.** The book contains priceless lore, for which any scholar will pay 100 GCs. If the Heroes take the book back to the surface, they will be able to sell it for this sum.
7-8	**Enchanted Libram**. The book contains 4 spells from the Dark College, which can be cast from the book as though it were a magic scroll. The spells are Choke, Fireball, Flaming Skull of Terror and Wall of Darkness. After a spell is cast, the writing fades, just as with a scroll. A Wizard may not attempt to learn spells from this book.
9-10	**Unholy Text.** The book contains the sacred writings of an evil cult. Destroying it will help the cause of Good, but may have other results as well. If the Heroes destroy the book, roll a die and consult the following table: 1-2 **Evil Gathers**. Evil creatures prepare to avenge the destruction of the book. The GM may draw 2 Dungeon Counters. 3-6 **Good Rises.** The forces of Good gain the ascendant through the Heroes' action and hold back the forces of Evil slightly. The GM does not get to draw a Dungeon Counter. 7-8 **Blessing.** the powers of Good smile on the Heroes' action. Each of them gains a Fate Point. 9-10 **Curse.** The powers of Evil curse the Heroes for destroying the book. Each of them lose a Fate Point. Heroes with no Fate Points are unaffected by this result. 11-12 **Vengeance.** The powers of evil send an emissary to avenge the destruction of the book. Roll again: 1-5 Bloodthirster 6-10 Daemonette 11-12 Greater Daemon of Tzeentch
11	**Forbidden Lore.** The writings in the book are so mind-blastingly evil that the Hero reading the book is temporarily driven insane. Roll one die and treat the Hero as being knocked out for that many turns. A Hero may expend a Fate Point to avoid madness.
12	**Trap.** The lectern is trapped. Roll on the *Traps Table* (*chest* column) in the Advanced Heroquest rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the Hero examines the book.

WORKBENCH

In the room (placed by the GM) is a table cluttered with papers and strange-looking magical paraphernalia. The Heroes can investigate the bench, taking a full exploration turn to do so, or they can choose to ignore it. If they ignore it, the Expedition Mapper should make a note that there is a bench here which has not been investigated. If the Heroes investigate the bench, roll a die and consult the following table:

WORKBENCH TABLE	
D12	*Result*
1	**Nothing of Interest.** The GM may draw a Dungeon Counter.
2	**Magical Treasure.** Roll on the *Magic Treasure table* in the **Advanced Heroquest** rulebook.
3	**Homunculus.** The Hero's searching has disturbed a small magical creature that was living among the clutter. It leaps out, bites the Hero's hand (he loses 1 Wound point), and scuttles off out of the room before anyone can stop it.
4-6	**Spell Components.** Roll one die and halve the result, rounding halves down. The bench contains components for that many spells - roll on the *Magic Wand Table* in the **Advanced Heroquest** rulebook to find out which spells the components are for.
7-8	**Strange Equipment**. On the bench are many pieces of strange magical and alchemical equipment. The Heroes can gather together a few pieces, and sell them to an alchemist when they return to the surface. Roll one die and multiply the result by 5 to find out how many GCs the equipment is worth.
9-11	**Research Notes.** Among the papers on the bench is a set of notes, made by a Wizard who was conducting research here a long time ago. The notes can be sold to the local Wizard's Guild when the Heroes return to the surface – roll one die and multiply the result by 3 to find out how many GCs they are worth.
12	**Trap.** The bench is trapped. Roll on the *Traps Table* (*Chest* column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when a Hero examines the bench.

LABORATORY

The Heroes discover a room filled with strange-looking equipment. On a slab in the middle lies a humanoid creature which looks as though it has been sewn together using mismatched pieces of a number of dead bodies. In fact, this is exactly what it is – a Construct. Tending the laboratory is a crazed hunchback armed with a huge knife, who attacks anyone who enters. He has the same characteristics as a man-at-arms, and his knife counts as a sword. Each round until the hunchback is killed or forced to flee, the GM should roll one die. On a result of 8 or more, the Construct rises from the slab and also attacks the Heroes.

PILLARS

Holding up the ceiling of the room is a pair of ornately-carved stone pillars. The GM may place these anywhere in the room. If any Hero walks between the two pillars, the GM should roll on the following table to see what happens:

PILLARS TABLE	
D12	*Result*
1-6	**Nothing.** The Heroes may search the room, or do whatever else they please.
7-9	**Cave-in.** The pillars abruptly vanish, and the ceiling of the room begins to sag threateningly. Two turns later, the ceiling of the room collapses: every model in the room suffers 5 damage dice of hits from falling rubble, and afterwards the room is completely impassable. The Expedition Mapper should make a note that it is impossible to get into or through this room.
10-11	**Summoning.** The pillars are really powerful monsters, magically frozen and disguised. When a Hero walks between them, they resume their natural form, wake up, and attack. Roll one die and consult the following table to find out what the creatures are: **Good Complex** / **Neutral Complex** / **Evil Complex** **1-2** Mummy / Mummy / Chaos Warrior **3-4** Undead Champ / Undead Champ / Chaos Champ **5-6** Ghost / Minotaur / Chaos Lord **7-8** Ghoul Chieftain / Ghoul Chieftain / Daemonette **9-10** Skeleton War. / Wight / Bloodthirster **11-12** Wight / Spectre / Minotaur Lord
12	**Trap.** Roll on the Traps Table (*Room and Passage* Column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the Hero passes between the pillars.

GONG

In the centre of the room is a large gong, hanging on a frame. Striking the gong shatters it, and may also produce some other result. To find out what happens when the gong is struck, roll one die and consult the following table:

GONG TABLE	
D12	*Result*
1	**Nothing.** Striking the gong does nothing except possibly alert nearby monsters. The GM may draw 1 Dungeon Counter.
2	**Evil Gathers.** The sound of the gong echoes throughout the complex, alerting all its inhabitants to the Heroes' presence. The GM may draw 1 Dungeon Counters.
3-4	**Spell.** Striking the gong causes a magical effect, just like a spell. Roll again to see which spell has been cast. 1-2 **Choke** – on the Hero who struck the gong 3-4 **Fireball** – place the Fireball template over the gong 5-6 **Flight –** the GM moves the model of the Hero who struck the gong 7-8 **Dragon Armour** – on the Hero who struck the gong 9-10 **Flames of the Phoenix** – on the Hero who struck the gong 11-12 **Courage** – on the Hero who struck the gong
5-6	**Treasure.** Part of the wall begins to vibrate in resonance with the gong, and crumbles inward to reveal a cache of treasure. Roll once on the *Treasure Chest Table* in the **Advanced Heroquest** rulebook to find out what the treasure is.
7-8	**Mould**. The gong dissolves into a cloud of choking dust when it is struck, and every square around the gong is filled with spores. Roll on the *Mould Table* in the **Advanced Heroquest** rulebook to see what effect this has on the Heroes in affected squares. The dust dies down at the start of the next exploration turn.
9-10	**Curse.** The Hero who struck the gong loses a Fate Point.
11	**Summoning.** Striking the gong summons a monster to attack the Heroes. Roll one die and consult the following table: 1-2 Mummy 3-4 Undead Champion 5-6 Ghost 7-8 Spectre 9-10 Wraith 11-12 Wight
12	**Trap.** Roll on the *Traps Table* (*Chest* column) in the **Advanced Heroquest** rulebook to find out what sort of trap has been set. The trap cannot be spotted or disarmed and automatically goes off when the gong is struck.

UNDEAD WANDERING MONSTER

Roll on the *Undead Wandering Monsters Table* to determine the number and type of monsters' present.

UNDEAD

GHOUL

Like most undead, Ghouls were once human, but something went wrong when they were buried. Now, they haunt graveyards and other charnel places, feeding on the corpses of the dead – and if the living disturb them, they are not averse to live prey as well. A single Ghoul is not a very dangerous opponent, but a pack of them can be terrible indeed. Their filthy claws are poisonous, and their teeth are sharp and jagged.

GHOST

A Ghost is the disembodied spirit of a dead person, which cannot find rest for some reason. The spirits of murder victims, and those who have not had a proper burial for any reason, often become Ghosts. A Ghost may follow and evil Wizard, doing his bidding in exchange for the promise of rest later on. Needless to say, these promises are seldom kept. Ghosts cannot attack physically, but their touch can rob even the greatest Hero of his courage, and send him screaming away.

LICHE

A Liche is an evil Wizard who has managed to cheat death. Although his body is dead and continues to decay around him, the Liche's mind is preserved by his foul sorcery, and he lives on – if this can be called living – to do greater and greater evil. Liches generally shun the world of the living, and surround themselves with undead servants created by their evil magic.

MUMMY

Created by the mysterious enchantments of far-off Araby, a Mummy is a dead body wrapped in bandages and preserved for thousands of years. The chemical treatments that went into its making have hardened the Mummy's skin and made it almost as tough as leather armour, while magic has been used to endow the Mummy with enough life to protect its tomb from tomb-robbers. Some evil Wizards make a practice of taking Mummies from their tombs and using them as magically-controlled servants and bodyguards.

NECROMANCER

A Necromancer is not undead, but has many dealings with them. He is an evil Wizard who specialises in the undead, and in time – if he discovers the right enchantments – he may become a Liche. Necromancers seldom have any living friends or servants, but this doesn't bother them – the undead are more loyal and obedient.

SKELETON

The Skeleton is one of the weakest of the undead, and is simply a human skeleton animated by evil magic. Skeletons form the rank-and-file of most undead armies, and are the most common servants of Necromancers and other evil Wizards.

SPECTRE

Like the Ghost, the Spectre is the disembodied spirit of a dead person. A Spectre is trapped between worlds because of a curse, or as a result of breaking an oath in its lifetime. Many Spectres have existed for so long that they no longer remember their lives, and some develop an obsessive hatred for the living. Although they cannot attack physically, a Spectre's touch sends a deathly chill through its victim, which can kill as surely as a blade.

UNDEAD CHAMPION

The mortal remains of a Hero – or of a notorious evildoer – may be used by an evil Wizard to make a Skeleton warrior of better-than-average strength and skill. Undead Champions are sometimes placed in charge of undead troops by their masters.

UNDEAD WARLORD

When a very great Hero dies – or a very great villain, for that matter – his remains may still carry some of the greatness he possessed in life, and a Necromancer or other evil Wizard may be able to create an Undead Warlord. These powerful warriors are the greatest of all Skeletons, and a deadly foe indeed – some are so powerful that they can become undead leaders in their own right, commanding armies of Skeletons and other undead creatures.

VAMPIRE

Vampires exist as the result of a curse or a tainted bloodline. Although dead, they look very much like living humans, until they open their mouths – then it is possible to see the fangs which they use to take blood from the living. An ancient and powerful Vampire Lord is a terrible foe, using magic in addition to his vampiric powers and followers. A lesser Vampire is more easily defeated, but still a deadly opponent.

WIGHT

A Wight is another trapped spirit, like the Ghost and Spectre. It is held in the world of the living by an obsessive greed, jealously guarding the treasure with which it was buried. Misers who try to take their wealth with them will often become Wights, and they may also be found in ancient burial-mounds, which legends say may often hold great riches. Wights are more material than Ghosts, Wraiths and Spectres, and normally use weapons to defend their treasure.

WRAITH

Wraiths are among the most feared of the ethereal undead. Some are trapped in the world of the living by a life of great evil, and others by curses and evil magic. All Wraiths hate the living, and will attack them on sight. Like the Ghost and Spectre, a Wraith cannot attack physically, but its touch saps the life-energy from a victim, leaving him weak and sometimes draining life completely away.

ZOMBIE

A Zombie is very similar to a Skeleton, except that the flesh is still on the bones. Zombies are slower and a little less reliable than Skeletons, but some evil Wizards use them as guards and for other menial tasks.

GHOUL

WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	6	7	10	4	3	6

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
POISON CLAWS (+1 TO WOUND ROLLS)
TWO ATTACKS

GHOST

WS	BS	S	T	Sp	Br	Int	W	PV
4	0	3	6	6	10	4	5	8

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	4	5	6	7	8	9	10	10	10	10	10	10	2*

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
ETHEREAL
ATTACK CAUSES FEAR*

MUMMY

WS	BS	S	T	Sp	Br	Int	W	PV
7	1	6	8	6	10	5	4	10

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

CLAWS
CAUSE DISEASE
FEARSOME MONSTER

SKELETON

WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	5	6	10	2	3	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SCYTHE (COUNTS AS HALBERD)
FEARSOME MONSTER

GHOUL CHIEFTAIN

WS	BS	S	T	Sp	Br	Int	W	PV
8	6	6	7	9	10	6	5	10

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
POISON CLAWS (+1 TO WOUND ROLLS)
TWO ATTACKS

LICHE

WS	BS	S	T	Sp	Br	Int	W	PV
9	6	6	6	8	10	10	8	18

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
DAGGER
CAN CAST 5 DARK WIZARD SPELLS

NECROMANCER

WS	BS	S	T	Sp	Br	Int	W	PV
5	5	6	8	8	10	11	5	12

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

DAGGER, MAGICAL CLOAK OF TOUGHESS +1
DOES NOT FEAR UNDEAD
CAN CAST 4 DARK WIZARD SPELLS

SKELETON WARRIOR

WS	BS	S	T	Sp	Br	Int	W	PV
6	2	5	7	5	10	2	3	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

LEATHER ARMOUR, SHIELD
SWORD
FEARSOME MONSTER

SKELETON ARCHER

WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	5	6	10	2	3	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL	8	9	10	11	12	36	3

EQUIPMENT / NOTES

SWORD AND BOW
FEARSOME MONSTER

SPECTRE

WS	BS	S	T	Sp	Br	Int	W	PV
6	0	4	7	6	10	4	8	10

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2*

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
ETHEREAL
ATTACK CAUSES CHILL*

UNDEAD CHAMPION

WS	BS	S	T	Sp	Br	Int	W	PV
8	1	6	8	6	10	3	4	6

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

CHAIN ARMOUR
SWORD
FEARSOME MONSTER

UNDEAD WARLORD

WS	BS	S	T	Sp	Br	Int	W	PV
9	5	7	11	6	10	4	9	12

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	5

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWORD
PLATE ARMOUR, SHIELD
FEARSOME MONSTER

VAMPIRE LORD

WS	BS	S	T	Sp	Br	Int	W	PV
11	11	9	10	12	10	10	10	24

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	2	2	3	4	5	6	7	8	7

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
CLAWS
INVULNERABLE
CAN BECOME ETHEREAL
CAN CAST 4 DARK WIZARD SPELLS
TWO ATTACKS

LESSER VAMPIRE

WS	BS	S	T	Sp	Br	Int	W	PV
8	8	8	8	8	10	8	7	14

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
FIST
INVULNERABLE

WIGHT

WS	BS	S	T	Sp	Br	Int	W	PV
7	0	5	6	5	10	3	6	10

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
SWORD
INVULNERABLE

WRAITH

WS	BS	S	T	Sp	Br	Int	W	PV
5	0	3	6	6	10	4	6	9

HAND TO HAND COMBAT

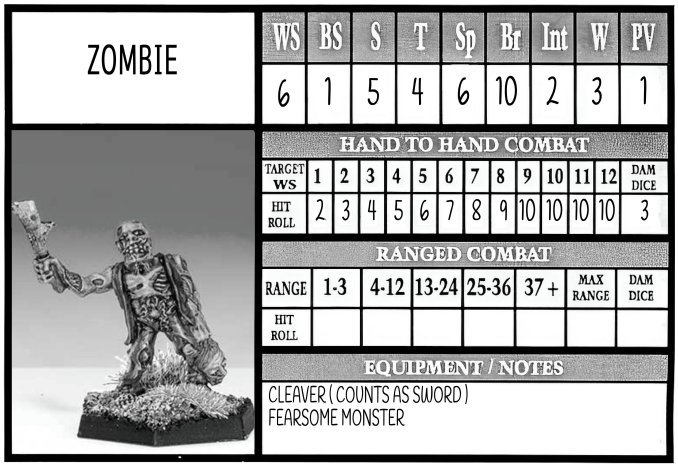
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	2*

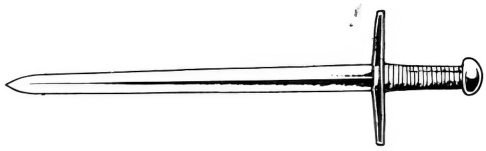
RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
ETHEREAL
ATTACK CAUSES WEAKNESS*





MONSTER ABILITIES

As you'll have seen from the monster reference sheets, all undead creatures are *fearsome monsters*. Some of them have other special rules, which you'll find explained in the **Advanced Heroquest** rulebook. There are also some brand new special rules, which you won't have seen before. These are explained below.

ETHEREAL

The Ghost, Spectre, Wight and Wraith are all *ethereal*, and some other monsters can become ethereal.

An ethereal creature isn't solid, and can walk through walls, locked doors and other obstructions. It can also fly over hazards like pits and chasms. And because it isn't solid, normal weapons simply pass right through it, causing no damage at all. Magical weapons and spells cause damage as normal.

Ethereal creatures can attack material beings (ie, anyone who isn't ethereal!) in hand-to-hand combat as normal, but their attacks are always special – they can't do normal damage because their blows pass right through a material target! These special attacks are explained elsewhere in this section.

A creature with the ability to become ethereal must spend a whole turn without moving or attacking anyone in order to do so. At the start of the next turn, it is ethereal. While it is ethereal, it cannot attack anyone in hand-to-hand combat – its blows pass right through them – but it may cast any spells it has in the usual way. Once the creature has become ethereal, it can become material again any time it wants, just by staying in the same spot for a full turn. At the start of the next turn, it is fully material.

ATTACK CAUSES FEAR

The Ghost cannot attack physically, since its blows would simply pass through a solid target. However, it has developed a special attack of its own, which in some ways is worse than any sword. Instead of drawing blood, its cold, misty claws suck out a man's courage.

When a Ghost attacks, make hit and wound rolls as normal, but compare the damage dice to the target's *Bravery* instead of his *Toughness*. The target loses one *Bravery* point for each dice that scores equal to or higher than his current *Bravery*. Lost *Bravery* points are recovered in time for the next adventure.

ATTACK CAUSES CHILL

The Spectre is one of the most terrible of the ethereal undead, even though in its misty, non-material state it cannot land a blow on a living victim. But its hands can reach through a man's armour and clothing, and stop his beating heart with their deathly coldness.

When a Spectre attacks, make hit and wound rolls normally, but do not take the target's armour into account unless it is magical armour. For each dice that scores equal to or higher than the target's *Toughness*, the target loses 1 **WS**, 1 **BS** and 1 **Sp** – but no Wounds. If any of these scores reaches zero, the Hero dies. Lost points are recovered in time for the next adventure.

ATTACK CAUSES WEAKNESS

Just as the Ghost drains a man's courage and the Spectre steals his vitality, so the Wraith's attack can rob even the mightiest Hero of his strength. Its spectral hands reach inside its victim's body, and blight his muscles with the slackness of death.

When a Wraith attacks, make hit and wound rolls normally, but do not take the target's armour into account unless it is magical armour. For each dice that scores equal to or higher than the target's *Toughness*, the target loses 1 **S**, but no *Wounds*. If a Hero's Strength score reaches zero, he dies. Lost points are recovered in time for the next adventure.

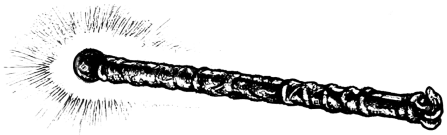
THE DARK WIZARDS

The Wizards of the Dark College are regarded with fear and distrust by all decent folk. Although not all evil Wizards belong to the Dark College, it is certainly true that all Dark Wizards are evil. They are searchers in forbidden places, desecrators of tombs, and they violate the most sacred laws of life and death. The **Advanced Heroquest** rulebook features a few Dark Wizards in its section of reference tables; the following pages give full details of the Dark College and its magic, since most of the spellcasters listed in **Undead** are Dark Wizards. Dark Wizard spells cannot be learned by Heroes.

The colour of the Dark Wizards is black, although some may also use dark greys and browns. Their symbol is an eight-spoked wheel, or an eight-pointed star, or a spider in its web; the eight spokes, or points, or strands of the web symbolise the main tenet of the Dark College – that someone who has the power can move in any direction he pleases, and do anything he pleases. Another symbol favoured by the Dark Wizards is a black triangle, point-down. According to magical theory, above all colours is light and beneath all colours is darkness – the triangle symbolises the 'Cone of Darkness' upon which stand all colours of magic.

Among some evil races, such as Skaven, Dark Wizards hold a respected position. Among Humans and other good races, they are feared and outcast. Dark Wizards are usually contemptuous of all others, and keep themselves to themselves, although they may have servants and followers of their own. They are unlikely to have many friends, however. Necromancers, Liches, Vampires and many other kinds of evil Wizards belong to the Dark College.

Like Wizards of other Colleges, Dark Wizards each have a spell book, and may only use those spells which they have learned and inscribed in their spell books. The following page gives the Dark Wizard's spell book in full.



RANDOM SPELLS

Evil spellcasters in the **Advanced Heroquest** rulebook are given specific spells, but it can be a lot more interesting if spells are chosen randomly, so that the Heroes – and their players – never know what an encountered evil spellcaster might throw at them!

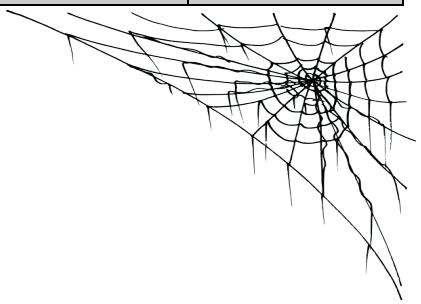
The spellcasting creatures listed of this book each have a number of spells – for example, a Liche can cast 5 Dark Wizard spells. When a spellcasting creature is encountered, use the following table to find out what spells he – or it – can cast. Roll once for each spell the creature can cast.

DARK MAGIC TABLE	
D12	*Spell*
1	Choke
2	Fireball
3	Flaming Skull of Terror
4	Create Undead Servants
5	Spectral Hand
6	Become Ethereal
7	Steal Life
8	Vortex of Chaos
9	Beam of Chaos
10	Wall of Darkness
11	Zone Against Life
12	Summon Undead Champion

Don't worry if you roll a particular spell more than once – that just means that the creature can cast it more than once.

You can allot random spells to the spellcasting creatures listed in the **Advanced Heroquest** rulebook, if you like – simply ignore the spells given on their reference sheets and roll on the table above, as follows:

CREATURE SPELL ROLLS	
Creature	*Number of Rolls*
Clan Skryre White Skaven Sorcerer	4
Clan Skryre Warpweaver	2
Daemonette	1
Greater Daemon of Tzeentch	6
Chaos Sorcerer	2



DARK WIZARD'S SPELLBOOK

CHOKE
Component: *Vial of Swamp Gas*
The victim suddenly clutches his throat and has great trouble breathing. Dark wisps of smoke begin to seep from his mouth and nostrils as his lungs fill with noxious fumes.
Select a single target within the caster's line of sight. The target may only stagger one square per turn for the next 3 turns (the model's player makes this move). Unless the caster has been killed in the meantime, the victim dies from asphyxiation at the end of the third turn.

FIREBALL
Component: *Pinch of Warpstone Dust*
A ball of black fire with blue and yellow flames licking at the edges hurtles from the caster's hand towards the chosen target. Place a fireball template anywhere within 12 squares of the caster along his line of sight. Any models (friend or foe) which fall wholly or partly under the fireball template are automatically hit. Roll 5 damage dice to see what effect each hit has.

FLAMING SKULL OF TERROR
Component: *Silver Daemon Statue*
As he finishes the incantation, the caster seems to grow horns and fangs, his fingers lengthen into great talons, huge scale fall over his eyes and he utters a bestial roar. He is treated as a Fearsome monster until play next returns to exploration turns.

CREATE UNDEAD SERVANTS
Component: *Enchanted Bone*
As the caster finishes his incantation, the ground begins to heave slightly, then buckles upwards as four Skeletons pull themselves out of the earth, ready to obey his commands. Place a fireball template anywhere within 12 squares of the caster, along his line of sight. The template may not be placed wholly or partly in the death zone of any living creature. The Skeletons appear in the area covered by the template, one to a square.

SPECTRAL HAND
Component: *Dried Hand of Hanged Criminal*
The caster gestures with the hand, and a spectral blow strikes one living creature within 12 squares of the caster along his line of sight. The blow automatically connects, and the caster rolls 2 damage dice. Armour does *not* add to the target's Toughness unless it is magical. The Spectral Hand is capable of wounding Invulnerable creatures as if they weren't Invulnerable.

BECOME ETHEREAL
Component: *Vial of Grave Dust*
As the caster chants the incantation for this spell, his body becomes less solid, until it is possible to see right through it. When the incantation is complete, the caster is *ethereal* – just like an Ethereal monster. He can walk through walls, locked doors and other obstructions. He can also fly over hazards like pits and chasms. Because he isn't solid, he can't attack other creatures with non-magical hand-to-hand or ranged weapons, and normal weapons simply pass right through him, causing no damage at all. Magical weapons and spells cause damage as normal. The spell lasts until the beginning of the next exploration turn.

STEAL LIFE
Component: *Coffin Splinter*
The caster points at a single living creature within 12 squares along his line of sight, and tendrils of black mist begin to rise from the ground around this chosen victim. They wrap around the victim's legs, draining the life-energy from him. The victim loses as many Wounds as are shown by the roll of one dice; do not roll conventional damage dice for this spell. The spell automatically dies down at the end of the next turn.

VORTEX OF CHAOS
Component: *Pinch of Warpstone Dust*
The caster flings the Warpstone dust into the air, and it gathers into a terrifying whirlwind of primal Chaos, one square wide, and moves directly away from him for 12 squares before dissipating. As it moves, it destroys everything it touches, sucking it into the heart of Chaos where it is lost forever.
The Vortex makes a hole in any wall it encounters, just like the Bright Wizards' spell The Bright Key. When it encounters a hazard or other feature, it destroys it. When the Vortex passes through the death zone of a Hero or monster, roll a dice and compare it to the model's Speed; if the dice roll is equal to or less than the model's Speed, it has avoided the vortex, otherwise it is sucked into Chaos and destroyed. Heroes may expend a Fate Point to avoid this.

BEAM OF CHAOS
Component: *Polished Warpstone Lens*
By uttering the incantation, the caster causes light to be focused through the Warpstone lens, picking up some of the essence of Chaos in the process. The result is a beam of roiling green light projecting 12 squares long along the caster's line of sight. The beam has no effect on stone walls and other obstructions, but every living thing in the line of the beam must expend a Fate Point or lose Wounds equal to the score rolled on two dice; do not roll conventional damage dice for this spell.

WALL OF DARKNESS
Component: *Scrap of a Ghost's Winding-Sheet*
As he finishes the incantation, the caster holds the scrap of cloth in the air, and it appears to expand and darken, making a wall of darkness up to 12 squares wide, 2 squares deep and as high as the passage or room. The wall of darkness blocks line of sight, and ranged weapons cannot be thrown or fired through it; neither can spells. Living creatures – including Heroes – must make a successful test against Bravery to enter the darkness. The spell lasts until the beginning of the next exploration turn.

ZONE AGAINST LIFE
Component: *Small Bag of Grave Earth*
The caster draws a circle on the floor with the earth as he chants the incantation. Living creatures – including Heroes – cannot cross the 8 squares adjacent to the caster until the beginning of the next exploration turn, although ranged weapons may be thrown or fired into the circle. Undead creatures inside the circle add 3 to their Toughness; this bonus is lost if they move out of the circle, or when the spell ends.

SUMMON UNDEAD CHAMPION
Component: *Dragon Tooth*
Completing the incantation, the caster throws the Dragon tooth onto the ground – on any square in his death zone which is not already occupied – and an Undead Champion appears on the spot, ready to follow the caster's orders. Once summoned, an Undead Champion remains until destroyed. If the caster of the summoning spell is killed, the Undead Champion attacks the nearest living creature, and continues to do so until no more living creatures are in sight. Then it becomes dormant until a living creature enters its line of sight again.

OTHER NEW MONSTERS

GIANT ANIMALS

In remote places and isolated underground complexes, some animals can grow to immense size. A bat may be harmless enough, but when it grows to four feet long it becomes a savage and dangerous predator. Snakes, beetles, rats and spiders can also pose a serious threat to Heroes when they grow up to a hundred times their normal size.

SWARMS

Even normal-sized animals can be dangerous, if they appear in sufficient numbers. A single rat wouldn't worry most Heroes, but a couple of thousand of them can make a formidable obstacle. Vampires, it is said, can control rats and bats, and any place where there is sufficient food and enough peace and quiet – like a burial-place, for instance – can develop huge populations of scavenging beetles and the like.

Rats and bats are treated as hazards in the **Advanced Heroquest** rulebook. Here, they are treated as monsters, and can be fought normally using weapons or magic. In addition, the **Advanced Heroquest** rulebook lists a few special measures for dealing with rats and bats; these are amended slightly:

Rat Poison has no effect on a Swarm of rats. While they are fighting the Heroes, the rats are too busy to be interested in the poison.

Greek Fire can be used against Swarms of any kind. A flask can be thrown up to 3 squares, using the thrower's **BS** to determine a hit. If the Greek Fire hits, each flask takes 2 *Wounds* from the Swarm.

Screech Bugs will drive off a Swarm of bats. The Swarm moves directly away from the Hero holding the Screech Bug, and is removed from play as soon as it goes out of sight of the Heroes. At this point the Screech Bug must be discarded.

GORGON

The Gorgon (sometimes called Medusa) is a terrible half-human monster, created by the forces of Chaos – a mixture of woman and snake. Some Gorgons are entirely human in appearance except for the fact that their hair is replaced by a mass or writhing snakes; others have snake bodies from the waist down. Gorgons are always female. Both types have one thing in common – they can turn a living creature to stone just by looking it in the eye. This ability makes them one of the most feared monsters in the world.

Human-bodied Gorgons are highly intelligent, and may use spells. Snake-bodied Gorgons do not have any magical ability, but often use long bows in addition to their gaze weapon.

CONSTRUCT

A Construct (sometimes called a Flesh Golem) is an artificial human being, often made by looting body parts from burials, stitching them together, and restoring the monster to life with electricity. Throughout the ages, scholars and doctors have been intrigued by the idea of creating artificial life, and some have been successful. The Construct is generally far less intelligent than a living person, but far stronger.

WITCH

Necromancers and Liches are not the only evil spellcasters who may be found in places of burial. Witches often loot graves for strange ingredients which they need for their brews and spells. Although they generally know less magic than Necromancers or Liches, they can still be dangerous. In the **Advanced Heroquest** rulebook, it is possible to meet a Non-Player Character Witch in some Hazard rooms; the Witch described here can be encountered anywhere, and is always hostile. Unlike the "Hazard" Witch, she will not run off with the Heroes' money, and cannot scape by teleporting.

EVIL CULTISTS

Cultists are evil humans who conduct strange rituals to evil powers in the hope of becoming more powerful themselves. Places of burial are favourite locations for their rituals, and sometimes they will follow a powerful undead creature like a Vampire Lord or a Liche. The are slightly weaker than men-at-arms, and have no special abilities.

SACRIFICIAL VICTIM

A victim freed from a sacrificial altar might not be as strong as a Hero, but they will be very motivated to fight for their life and freedom!

PRIEST

This profile could be used for an evil cult priest (with 2 Dark Wizard spells) or a good priest who may become an ally for the Heroes (with 2 Light Wizard spells).

GIANT BAT

WS	BS	S	T	Sp	Br	Int	W	PV
6	0	5	5	5	5	4	3	1

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FLYING CREATURE
BITE
CAUSE DISEASE

GIANT BEETLE

WS	BS	S	T	Sp	Br	Int	W	PV
5	0	6	8	3	10	2	5	3

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

LARGE MONSTER
FANGS
ALWAYS FLEES FROM FIRE

GIANT RAT

WS	BS	S	T	Sp	Br	Int	W	PV
6	0	4	5	5	3	3	3	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

BITE
CAUSE DISEASE

GIANT SNAKE

WS	BS	S	T	Sp	Br	Int	W	PV
6	0	6	5	8	6	2	3	3

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

LARGE MONSTER
POISONED FANGS (+1 TO WOUND ROLLS)

GIANT SPIDER

WS	BS	S	T	Sp	Br	Int	W	PV
6	0	7	6	3	10	1	5	4

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	5

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

LARGE MONSTER
FEARSOME MONSTER
POISONED BITE (+1 TO WOUND ROLLS)

BAT SWARM

WS	BS	S	T	Sp	Br	Int	W	PV
6	0	2	2	3	10	2	6	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

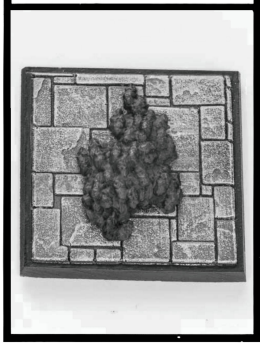
RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWARM
CAUSE DISEASE
CAN FLY

RAT SWARM



WS	BS	S	T	Sp	Br	Int	W	PV
6	0	2	2	3	10	2	6	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

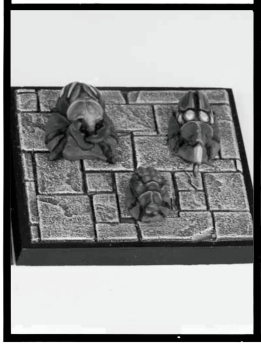
RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWARM
CAUSE DISEASE

BEETLE SWARM



WS	BS	S	T	Sp	Br	Int	W	PV
6	0	2	2	3	10	2	6	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWARM

GORGON (HUMAN-BODIED)

WS	BS	S	T	Sp	Br	Int	W	PV
6	5	4	4	7	8	9	3	14

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWORD
PETRIFYING GAZE
CAN CAST 3 DARK WIZARD SPELLS

GORGON (SNAKE-BODIED)

WS	BS	S	T	Sp	Br	Int	W	PV
6	5	4	4	7	8	9	3	10

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	1

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL	7	8	9	10	11*	48	4

EQUIPMENT / NOTES

DAGGER
LONGBOW (*NO CRITICAL HITS AT THIS RANGE)
PETRIFYING GAZE

CONSTRUCT

WS	BS	S	T	Sp	Br	Int	W	PV
6	1	7	8	4	10	2	8	4

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	5

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

HUGE FIST (COUNTS AS WARHAMMER)
FEARSOME MONSTER

WITCH

WS	BS	S	T	Sp	Br	Int	W	PV
4	1	2	4	4	6	6	3	5

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	4	5	6	7	8	9	10	10	10	10	10	10	1

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

DAGGER
CAN CAST 2 DARK WIZARD SPELLS

EVIL CULTIST

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	5	6	6	6	3	3

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	1

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL	6	-	-	-	-	3	2

EQUIPMENT / NOTES

DAGGER (MAY BE THROWN)

SACRIFICIAL VICTIM

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	4	4	6	6	6	3	3

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	1

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FIST

PRIEST

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	5	6	6	6	3	3

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	1

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

DAGGER

QUEST MACHINE

The rules and tables in this section will allow you to create an almost endless variety of quests for your Advanced Heroquest games. Each quest will have its own story, its own villain and its own rewards at the end – and no two will even be alike!

You should generate the details of the quest immediately before starting play. Be sure to keep notes, as certain details of the quest will affect things later on in the game. By the time the Heroes are ready to set out, they will know exactly where they are going and what they have to do.

THE PLACE

There are all sorts of places where a band of Heroes might encounter undead creatures. Your first job is to find out where the quest will take place, and what the place is like. Roll on the *Place Table.*

THE PLACE TABLE

Roll a D12 to determine whether the place is good, neutral or evil. Then roll again to discover what type of place it is.

For example: Your first roll is a 3 – indicating that the place is good. Your second roll is a 7, so you refer to the Good column of the table and find out that it is a Monastery Catacomb.

PLACE TABLE			
2D12	*1-4 Good*	*5-8 Neutral*	*9-12 Evil*
1-3	Royal Tombs	Cemetery	Necromancer's Lair
4-6	Monument	Place of Legend	Evil City
7-9	Monastery Catacombs	Underground Battlefield	Overrun Necropolis
10-12	Sanctuary of Morr	Dwarfhold Tomb Complex	Vampire's Stronghold

ROYAL TOMBS

In the distant past, the area now occupied by the Empire was home to several great tribes of farmers and hunters. One of these was the Unberogens – it was from this tribe that Sigmar himself sprang. Centuries ago, according to scholars, the great royal house of the Unberogens buried their dead in a vast complex of rock-cut tombs beneath the Grey Mountains. The dead kings lie still beneath the peaks, and their treasure is said to be considerable. Adventurers still whisper of Borla's Crown, the Sword of Valduric, and the Dragon Shield of Forris the Strong. They whisper, too, of the deadly traps and magical guardians that protect them. Now, according to rumour, a prospector in the Grey Mountains has found the lost entrance to the Unberogen tombs.

Roll once on the following table to discover why the Heroes are going into the royal tombs:

ROYAL TOMBS QUEST TABLE	
D12	*Character*
1-3	Find Borla's Crown
4-5	Find the Sword of Valduric
6-7	Replace the Dragon Shield
8-10	Ghoul Hunt
11-12	Cleanse the Shrine of Osric

FIND BORLA'S CROWN

Players' Information

Civil war is imminent. Several renegade nobles are secretly gathering armies to depose the Emperor. They are led by Duke Albrecht, who claims descent from the ancient Unberogen king Borla. If you can find the Crown and get it to the Emperor, civil war may be averted. If it falls into the hands of the rebels, an uprising is sure to follow. The Emperor himself has ordered this quest, and you have been chosen. As loyal citizens, you do not refuse. If you succeed, you will be given 100 gold crowns each. You may keep anything you find in the tombs except Borla's Crown – but you may not loot any tombs. Duke Albrecht has already sent his own followers out to find the Crown, so time is of the essence!

GM's Information

Lair Occupants: *Unoccupied Complex* table

Wandering Monsters: *Unoccupied Complex* table

Wandering Monster Dungeon Counters: *Opposition* table

If referred to a *Followers* table: *Opposition* table

Heroes who search any sarcophagus lose a Fate Point each time they do so – a just punishment for their sacrilege!

The first two Quest rooms the Heroes encounter will be stairs down; the third will be Borla's Tomb. The Tomb is a small room with one door; the sarcophagus is in the centre. The Crown is resting on the sarcophagus.

To complete the Quest, the Heroes must find Borla's Tomb and at least one of them must leave the complex with the Crown. They may not keep the Crown after the Quest.

FIND THE SWORD OF VALDURIC

Players' Information

The great Hero Valduric destroyed the terrible Bloodthirster Ravax Gorespite seven centuries ago. Valduric was so badly wounded that he died shortly after the battle, and in honour of his service the Emperor decreed that he should be buried in the royal tombs, along with his sword. Now, a Chaos Sorcerer has succeeded in summoning Gorespite back from the void, and only the Sword of Valduric can save the day. You must find Valduric's tomb, retrieve the Sword, and bring it back so that the Bloodthirster can be destroyed once more.

GM's Information

Lair Occupants: *Unoccupied Complex* table

Wandering Monsters: *Chaos Sorcerer Followers* table

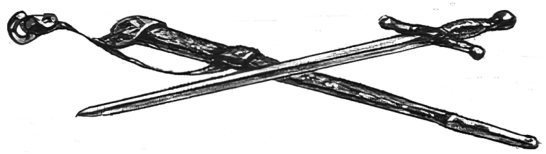
Wandering Monster Dungeon Counters: *Chaos Sorcerer Followers* table

If referred to a *Followers* table: *Chaos Sorcerer Followers* table

If a Bloodthirster is generated, it is Gorespite himself, come to stop the Heroes finding the sword! Generate the tomb complex in the normal way, except that Quest rooms will always be stairs down.

Each time the Heroes find a sarcophagus, you should roll a D12 – a roll of 12 or more means that they have found the tomb of Valduric. Add 1 for each sarcophagus they have already discovered, and 1 for each Fate Point they spend to increase their chances. Players must decide to spend Fate Points before the dice is rolled. The sarcophagus contains only the sword and the bones of Valduric.

There are two ways to complete the Quest, once the Heroes have found the sword: one or more of them may take it out of the complex, or they may encounter Gorespite and kill him. The Sword of Valduric is a magical weapon – it can hit Invulnerable monsters just as if they weren't Invulnerable, and it does double damage against Bloodthirsters. The Heroes may not keep the sword after the Quest.



REPLACE THE DRAGON SHIELD

Players' Information
The famous Dragon Shield of Forris the Strong has been stolen from the royal tombs! The tomb-robbers were caught, and are now in jail awaiting their punishment. Meanwhile, you are to take the Dragon Shield back to the royal tombs and replace it in Forris' tomb where it belongs. You may not loot any tombs while on this Quest.

GM's Information

Lair Occupants: *Unoccupied Complex* table

Wandering Monsters: *Unoccupied Complex* table

Wandering Monster Dungeon Counters: *Unoccupied Complex* table

If referred to a *Followers* table: re-roll

The first two Quest rooms will be stairs down. The third will be Forris' tomb. To complete the Quest, the Heroes must find Forris' tomb and leave the Dragon Shield there. They may use the shield on the way – it is magical, giving its wielder Toughness +2 without reducing Speed. Bow Skill is reduced by -1, though, and a Hero may not use a two-handed sword, axe or halberd while carrying the shield.

Any Hero who searches a sarcophagus during the course of this Quest must spend a Fate Point or pay a 100 GCs fine at the end of the Quest.

GHOUL HUNT

Players' Information
The royal tombs have become infested by a nest of Ghouls! You must drive them out so that the eternal peace of the dead kings can be restored. Go into the tombs, kill every Ghoul you find, and discover their lair. You can claim a bounty of 10 GCs for each Ghoul you slay while on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Ghoul* table

Wandering Monster Dungeon Counters: *Ghoul* table

If referred to a *Followers* table: *Ghoul* table

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be the Ghouls' lair, containing a Ghoul Chieftain and a number of Ghouls indicated by one roll on the *Ghoul* table. To complete the Quest, the Heroes must find and slay the Ghoul Chieftain.

CLEANSE THE SHRINE OF OSRIC

Players' Information
The royal tombs have been broken into by followers of Chaos, and the great Shrine of Osric has been desecrated! You must wipe out the evil followers of Chaos, find the shrine, and cleanse it of their desecration by sprinkling holy water all over the room.

GM's Information

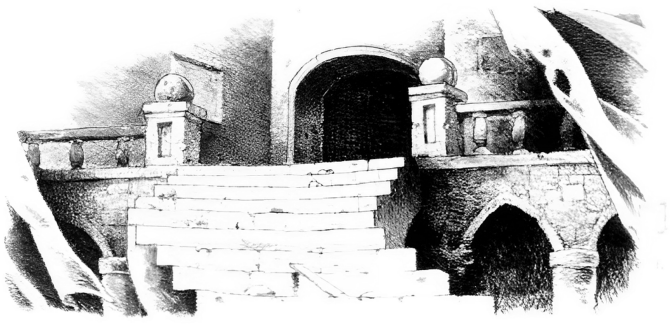
Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Chaos Sorcerer Followers* table

Wandering Monster Dungeon Counters: *Chaos Sorcerer Followers* table

If referred to a *Followers* table: *Chaos Sorcerer Followers* table

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be the shrine the Heroes seek. Lesser shrines (ie those generated by the *Hazard* table) have been left intact. To complete the Quest, the Heroes must find the shrine, and spend one exploration turn sprinkling it with holy water – if they have no holy water by the time they arrive, their Quest fails.



MONUMENT

Near the Tsar's palace in the city of Kislev stands the Hill of Heroes, a great monument to the thousands who fell defending the land against the hordes of Chaos two hundred years ago. Thousands of warriors from all over the Old World rest in the tunnels beneath the Hill of Heroes, for it was not far from here that the final battle was fought and the tide of Chaos was turned back from engulfing the whole world.

Roll once on the following table to discover why the Heroes are going into the Hill of Heroes:

MONUMENT QUEST TABLE	
D12	*Character*
1-3	The Banner of the Bear
4-5	The Army of Death
6-7	Chaos Returns
8-10	Ghoul Hunt
11-12	The Vampire

THE BANNER OF THE BEAR

Players' Information
The Ranger-Knights of the Brotherhood of the Bear fought valiantly against Chaos, and they are still one of the elite units of the army of Kislev. Their first banner, said to have been blessed by Taal the Lord of the Wilds, is buried beneath the Hill of Heroes along with Kralyevitch Ivan, the greatest of the Brotherhood to fall in the Chaos Wars. A new chapel is being built for the Brotherhood in the Tsar's palace itself, and it has been decreed that the Banner of the Bear should hang here in memory of their great deeds. Your Quest is to explore the Hill of Heroes, find the Banner of the Bear, and bring it back. You may not loot any tombs during this Quest.

GM's Information

Lair Occupants: *Unoccupied Complex* table

Wandering Monsters: *Unoccupied Complex* table

Wandering Monster Dungeon Counters: *Unoccupied Complex* table

If referred to a *Followers* table: re-roll

Each time the Heroes discover a Quest room, roll a D12: on a roll of 1-9 it is a set of stairs down, on a roll of 10 or more it is the tomb of Kralyevitch Ivan. This is a small room containing a sarcophagus and the banner.

To complete the Quest, the Heroes must reach the tomb, and one or more of them must leave the complex carrying the banner. The Banner of the Bear is magical, and a Hero who is carrying the banner counts as Fearsome to animals (such as rats) and to creatures and followers of Chaos. A Hero who is carrying the banner may not cast spells or use a bow, two- handed weapon or halberd – one hand must always be free to hold the banner.

A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so. The Heroes may not keep the Banner of the Bear after the Quest.

THE ARMY OF DEATH

Players' Information
The Necromancer Vlad Bathek has broken into the Hill of Heroes, and is preparing to raise a vast undead army to overthrow the Tsar! You must find the evil Necromancer and thwart his plans – but hurry, for his power grows with each passing hour!

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Necromancer Followers* table

If referred to a *Followers* table: *Necromancer Followers* table

Take a Necromancer Character Monster Counter to represent Vlad Bathek. Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – time is getting shorter, and Bathek's undead minions are growing more numerous! On a roll of 10-12, the Heroes have found Bathek's lair – he is here (unless he has previously been encountered and killed) with one roll of minions from the *Necromancer Followers* table.

To complete the Quest, the Heroes must meet and kill Vlad Bathek.

CHAOS RETURNS

Players' Information
The minions of Chaos have infiltrated the Hill of Heroes, and are preparing to conduct a ghastly ritual in the monument to their defeat. Even now, they are hiding in the tunnels, raising the dead to serve their foul cause and summoning creatures of Chaos to help them in their work. You must find the place where they are conducting their obscene rituals and wipe them out.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Chaos Sorcerer Followers* table

Wandering Monster Dungeon Counters: *Chaos Sorcerer Followers* table

If referred to a *Followers* table: *Chaos Sorcerer Followers* table

Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a set of stairs down, and the GM may draw a Dungeon Counter – the cultists are becoming more powerful! On a roll of 10-12, the Heroes have found the ritual room. It is a large room containing a Chaos Sorcerer and additional monsters generated by a roll on the *Chaos Sorcerer Followers* table. To complete the Quest, the Heroes must find the ritual room and slay everything in it.

GHOUL HUNT

Players' Information
The Hill of Heroes has become infested by a nest of Ghouls! You must drive them out so that the eternal peace of the dead heroes can be restored. Go into the tombs, kill every Ghoul you find, and discover their lair. You can claim a bounty of 10 GCs for each Ghoul you slay while on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Ghoul* table

Wandering Monster Dungeon Counters: *Ghoul* table

If referred to a *Followers* table: *Ghoul* table

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be their lair, containing a Ghoul Chieftain and a number of Ghouls indicated by one roll on the *Ghoul* table. To complete the Quest, the Heroes must find and slay the Ghoul Chieftain.

THE VAMPIRE

Players' Information
The infamous Vampire Radu Vrolyetsin has made his lair in the Hill of Heroes – he must be found and destroyed. You must make your way through the tombs until you find the part of the complex where he has made his home, and then you must cleanse that area thoroughly, finding his lair and destroying him.

GM's Information

Lair Occupants: *Disturbed Complex* table until second Quest room found; thereafter *Vampire Lord Followers* table

Wandering Monsters: *Disturbed Complex* table until second Quest room found; thereafter *Vampire Lord Followers* table

Wandering Monster Dungeon Counters: *Vampire Lord Followers* table

If referred to a *Followers* table: *Vampire Lord Followers* table

Take a Vampire Lord Character Monster Counter to represent Radu Vrolyetsin. Also, take one Escape Dungeon Counter before play starts – you may only use this with Radu Vrolyetsin.

The first and second Quest rooms encountered will both be stairs down. The third Quest room is the Vampire's lair, containing the sarcophagus where he sleeps. If Vrolyetsin has not already been destroyed he will be here; he may not Escape from a combat in this room, as he must defend his sarcophagus. To complete the Quest, the Heroes must find and destroy the Vampire Lord.

MONASTERY CATACOMBS

High in the Grey Mountains stands the remote monastery of La Maisontaal. The monks here are a peaceful lot, living a tranquil if hard-working life of prayer and contemplation. Like most monasteries, La Maisontaal has its own set of catacombs, cut out of the bedrock beneath the monastery buildings, where the monks are buried when they die. Some parts of the catacombs have been sealed for centuries – who can say what might be down there?

Roll once on the following table to discover why the Heroes are going into the catacombs of La Maisontaal:

MONASTERY CATACOMBS QUEST TABLE	
D12	*Quest*
1-3	Find the Staff!
4-6	Close the Gate
7-9	The Lichemaster Returns
10-12	The Black Box

FIND THE STAFF!

Players' Information
Several years ago, a man called Heinrich Kemmler came to La Maisontaal. He claimed to be no more than a traveller in need of shelter, but Rene de Muscadet, the Master of the monastery, recognised him as a notorious Necromancer. In the terrible duel of magic that followed, Kemmler was put to flight, his magical power drained by a magical weapon de Muscadet used – the Staff of Ether Shrivening. Now, Kemmler has returned – a powerful Liche serving the dread forces of Chaos. He intends to destroy the monastery of his old enemy, and the only way to save La Maisontaal is if you can go into the catacombs, find the tomb of Rene de Muscadet, and recover the Staff of Ether Shrivening.

GM's Information

Lair Occupants: *Unoccupied Complex* table

Wandering Monsters: *Unoccupied Complex* table

Wandering Monster Dungeon Counters: *Unoccupied Complex* table

If referred to a *Followers* table: re-roll

Quest rooms will always be stairs down. Each time the Heroes find a sarcophagus, you should roll a D12 – a roll of 12 or more means that they have found the tomb of de Muscadet. Add 1 for each sarcophagus they have already discovered, and 1 for each Fate Point they spend to increase their chances. Players must decide to spend Fate Points before the dice is rolled. The sarcophagus may not be searched – it contains only the staff and the body of de Muscadet. The Quest is completed if one or more Heroes leave the complex with the staff. The Heroes may use the staff on their way out, although they may not keep it after the Quest.

The staff counts as a spear for damage and fumbles, and can attack diagonally adjacent squares. Each time it hits a creature which can cast spells, it destroys one spell in addition to normal damage; the spell may no longer be cast until the creature learns it all over again, as every trace of it has been wiped from the creature's mind. If the creature has more than one spell, choose one at random. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

CLOSE THE GATE

Players' Information
Heinrich Kemmler has returned to La Maisontaal at the head of a vast undead army. A terrible battle is taking place on the ground, and an ancient chronicle tells of another way in – a secret passage through the catacombs. You must seal that entrance before the undead find it – but they may have found it already, so be wary. Your wizard has a scroll which will seal the entrance, but only he can cast the spell which is inscribed on it.

GM's Information

Lair Occupants: *Unoccupied Complex* table until second Dungeon Counter drawn, then *Disturbed Complex* table until third Dungeon Counter drawn, then *Undead Lairs* table

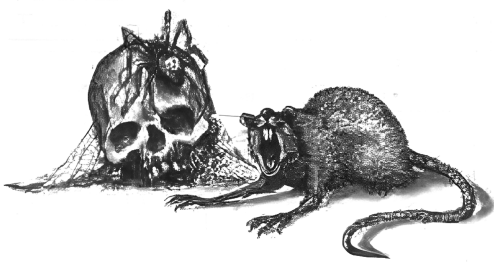
Wandering Monsters: *Unoccupied Complex* table until first Dungeon Counter drawn, then *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: *Liche Followers* table

Take a Liche Character Monster Counter to represent Heinrich Kemmler. The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be the chamber where the undead have found a way in. It contains the Liche (if not previously destroyed) and additional forces generated by two rolls on the *Liche Followers* table.

To complete the Quest, the Heroes must spend one full exploration turn in here as their Wizard reads the spell on the scroll, which will seal the secret door with solid rock. If their Wizard is killed before they can reach this room, the Quest has failed. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.



THE LICHEMASTER RETURNS

Players' Information
Heinrich Kemmler – the dreaded Lichemaster – has returned to La Maisontaal and has established a base in the monastery's catacombs. All the time his power is building, and soon his undead hordes will pour up from the depths and destroy the monastery, killing everyone they find. Before that time comes, you must go into the catacombs, fight your way through the undead guards, find Heinrich Kemmler, and destroy him.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: *Liche Followers* table

Take a Liche Character Monster Counter to represent Heinrich Kemmler. The first two Quest rooms encountered will actually be sets of stairs down. The third will be Kemmler's stronghold – he will be here (if not previously destroyed) along with two rolls of minions from the *Liche Followers* table. To complete the Quest, the Heroes must meet and destroy Heinrich Kemmler. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

THE BLACK BOX

Players' Information
There is a great treasure, sacred to the followers of Chaos, which is known as the Arca Chaotis. Once, several years ago, this artefact came to La Maisontaal, and was extensively studied by the late Master of the monastery, Rene de Muscadet. Now, reports have come from the south that the Arca is once more in the hands of the Skaven. Since de Muscadet was one of the few men to study the device, the Emperor has sent you to La Maisontaal to recover his notes – they could be invaluable in defeating the Ratmen. But where are the notes? None of the monks knows anything about them – but one of the older brethren remembers that de Muscadet was given to sneaking down into the catacombs for long periods, and suspects that he has a hidden workroom among the tombs.

GM's Information

Lair Occupants: *Unoccupied Complex* table

Wandering Monsters: *Unoccupied Complex* table

Wandering Monster Dungeon Counters: *Unoccupied Complex* table

If referred to a *Followers* table: re-roll

Quest rooms will always be stairs down. Each time the Heroes find a secret door, you should roll a D12 – a roll of 12 or more means that they have found the entrance to the hidden workroom. Add 1 for each secret door they have already discovered, and 1 for each Fate Point they spend to increase their chances. Players must decide to spend Fate Points before the dice is rolled. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

SANCTUARY OF MORR

In the fantasy world of **Advanced Heroquest,** Morr is the guardian of the dead. He guides them safely into the afterlife, and makes sure that their spirits do not return to trouble the living. The huge burial-complex of Morr's Town is one of his holy places. People come from all over the world to pay their respects here, and the most faithful of Morr's followers may earn the privilege of being buried in the catacombs beneath the shrine.

Roll once on the following table to discover why the Heroes are going into Morr's Town:

SANCTUARY OF MORR QUEST TABLE	
D12	*Quest*
1-3	The Raven's Eye
4-6	Forbidden Knowledge
7-9	Peace at Last
10-12	Ghoul Hunt

THE RAVEN'S EYE

Players' Information
Deep in the heart of Morr's Town is a huge shrine, which contains a man-size black iron statue of a raven, Morr's chosen bird. The eyes of this raven are cut rubies the size of a man's fist. As well as being immensely valuable, these stones are magical, and provide the power for a series of enchantments which keep undead and other evil creatures out of the catacombs and ensure that the dead rest peacefully there. Now, however, one of the stones is cracked, and the enchantments are threatened. Your Quest is to take a replacement stone into the shrine and fit it into the statue so that the dead of Morr's Town may continue to be protected. In return, you may keep the stone you take from the statue. It may be cracked, but it's still a ruby the size of your fist.

GM's Information

Lair Occupants: *Unoccupied Complex* table until second Dungeon Counter drawn; then *Disturbed Complex* table until third Dungeon counter drawn, then *Undead Lairs* table

Wandering Monsters: *Unoccupied Complex* table until first Dungeon Counter drawn; then *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: re-roll

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be the Raven Shrine. To complete the Quest, the Heroes must spend one full exploration turn in the Raven Shrine replacing the cracked gem. There must be a Wizard with them, for only he has the skills to perform this delicate magical operation. The cracked gem is worth 400 GCs. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

FORBIDDEN KNOWLEDGE

Players' Information
Deep in the heart of Morr's Town are many secret hiding-places. It is here that the authorities of the temple of Morr hide things that they cannot destroy – things which have been confiscated from arrested Necromancers and their like, which must be kept away from others to prevent their evil from spreading. A Necromancer named Gotthardt von Wittgenstein has heard about these hiding-places, and has gone into Morr's Town to try to find them. There are things in Morr's Town that could make him terrifyingly powerful – you must follow him and stop him.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Undead Wandering Monsters* table

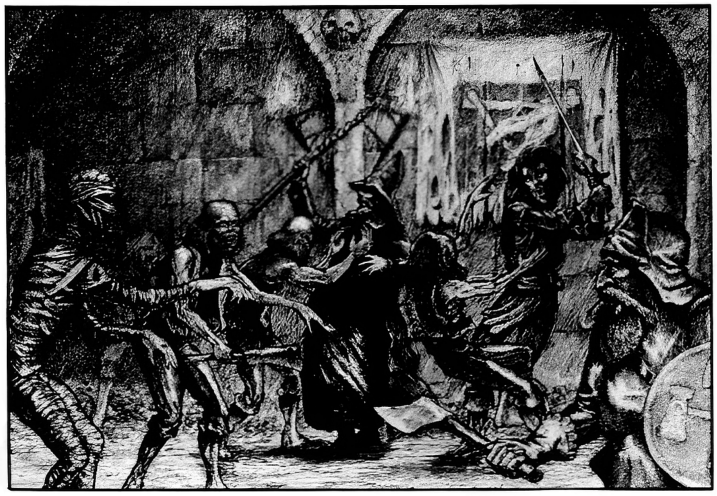
Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: *Necromancer Followers* table

Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – time is getting shorter, and Wittgenstein's undead minions are growing more numerous! On a roll of 10-12, the Heroes have found Wittgenstein's lair – he is here (unless he has previously been encountered and killed) with one roll of minions from the *Necromancer Followers* table.

As time passes, Wittgenstein finds more magical treasures – each time you draw a Dungeon Counter, roll once on the Magic Treasure Table and give the resulting item to Wittgenstein. He can't use weapons and armour, though, so these are discarded.

To complete the Quest, the Heroes must meet and kill Wittgenstein. They may not keep any of the magical items he has when they find him, but they may keep anything else they find during the Quest. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.



PEACE AT LAST

Players' Information
An angry spirit is stalking Morr's Town. The tomb of the priest Brother Hieronymus has been broken into, and his raven pendant – his badge of office – has been stolen. The robbers have been apprehended, but the pendant must be returned before the outraged spirit can rest again.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: see below

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

When a wandering monster is indicated, roll a D12: on a result of 1-6 use the Disturbed Complex table, but on a roll of 7-12 the wandering monster is the angry spirit of Brother Hieronymus – now a Spectre. The Spectre will attack any Hero who is carrying the raven pendant, thinking that this is the robber. If the Spectre is killed during a Wandering Monster encounter, it is not destroyed – it simply flees back to the tomb, only to reappear (restored to full strength) if the Heroes meet it again on another Wandering Monster encounter.

Brother Hieronymus' tomb is the third Quest room the Heroes find – the first two are sets of stairs leading down. The tomb is a small room with a single sarcophagus in the centre. It has only one door. The Spectre will be here when the Heroes enter, no matter how many times they have previously 'killed' it. Again, it will attack the Hero who is carrying the raven pendant. If the Spectre is destroyed in this room, it won't reappear – however, Brother Hieronymus' furious spirit will return to its body. The lid will fly off the sarcophagus, and out will step a Mummy! Again, the Mummy will attack the Hero who is carrying the pendant.

If the Heroes simply drop or throw the pendant into the tomb room, Brother Hieronymus will snatch it up gleefully and disappear back into his sarcophagus, never to bother anyone again. This is the only way to complete the Quest. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

GHOUL HUNT

Players' Information
Morr's Town has become infested by a nest of Ghouls! You must drive them out so that the eternal peace of the dead kings can be restored. Go into the tombs, kill every Ghoul you find, and discover their lair. You can claim a bounty of 10 GCs for each Ghoul you slay while on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Ghoul* table

Wandering Monster Dungeon Counters: *Ghoul* table

If referred to a *Followers* table: *Ghoul* table

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be their lair, containing a Ghoul Chieftain and a number of Ghouls indicated by one roll on the *Ghoul* table. To complete the Quest, the Heroes must find and slay the Ghoul Chieftain.

TONY ACKLAND

CEMETERY

The great burial-ground of Deedesveld covers almost half of the island of Riddra in the great city-port of Marienburg. Centuries ago, the site was occupied by the living – a great thieves' kitchen called Breedmoers, full of rogues of every kind. The authorities despaired of ever bringing law to the place, and razed it to the ground, using the land for a cemetery. But some say that smugglers' caves and passages may still be found in the rock beneath the tombs, and that the dead of Deedesveld are as active as the living who may still be found there…

CEMETERY QUEST TABLE	
D12	*Quest*
1-3	Find the Smugglers
4-6	Destroy the Wreckers' Shrine
7	Morr's Quest
8-10	Ghoul Hunt
11-12	The Captain's Helm

FIND THE SMUGGLERS

Players' Information
Among the passages and catacombs of Deedesveld are the remains of basements and tunnels dating back to the time of Breedmoers. Many of them are still used by smugglers to land and store illicit cargoes under the very noses of the authorities. There is a standing reward for the capture of smugglers and their cargoes – just the sort of 'odd job' that Heroes do in between major Quests.

GM's Information

Lair Occupants: see below

Wandering Monsters: see below

Wandering Monster Dungeon Counters: see below

If referred to a *Followers* table: re-roll

Whenever you need to generate lair occupants or wandering monsters, roll a D12. On a roll of 1-8, use the *Unoccupied Complex* table; on a roll of 9-12, use the *Undead Lairs* table, re-rolling a result of 12. Generate the tomb complex in the normal way, except that Quest rooms will always be stairs down.

Each time the Heroes find a secret door, you should roll a D12 – a roll of 12 or more means that they have found the smugglers' lair. Add 1 for each secret door they have already discovered, and 1 for each Fate Point they spend to increase their chances. Players must decide to spend Fate Points before the dice is rolled.

The smugglers count as 3 men-at-arms and 1 sergeant, but are armed with swords instead of halberds. The Heroes get 10GCs for each smuggler they kill – how they divide up the money is up to them. Any Hero who searches a sarcophagus on this Quest must spend a Fate Point or pay a 50GC fine at the end of the Quest.

DESTROY THE WRECKERS' SHRINE

Players' Information
The graveyard of Deedesveld stands atop steep cliffs, and wreckers sometimes light false beacons there to lure ships to their doom on the rocks below. Some wreckers are simple criminals, who steal the cargo from the ships they run aground; others are followers of the evil cult of Stromfels, who cause the deaths of innocent mariners to further their dark designs. The authorities of Marienburg have found evidence of a wrecker-cult operating from Deedesveld, and suspect that there is a shrine of the cult of Stromfels somewhere in the passages beneath it. Your Quest is to find and destroy the evil shrine.

GM's Information

Lair Occupants: see below

Wandering Monsters: see below

Wandering Monster Dungeon Counters: see below

If referred to a *Followers* table: re-roll

Whenever you need to generate lair occupants or wandering monsters, roll a D12. On a roll of 1-8, use the *Unoccupied Complex* table; on a roll of 9-12, use the *Undead Lairs* table, re-rolling a result of 12. Any tomb robbers encountered will in fact be wreckers. Generate the complex normally, except that the first two Quest rooms will be stairs down. The third will be the wreckers' shrine.

To complete the Quest, the Heroes must spend a full exploration turn there, destroying the trappings of the evil cult. They will receive a reward of 50GCs for finding and destroying the shrine, plus a bounty of 10GCs for each wrecker they kill. Any Hero who searches a sarcophagus on this Quest must spend a Fate Point or pay a 50GC fine at the end of the Quest.

MORR'S QUEST

Players' Information
The Heroes have each received a vision from Morr, the guardian of the dead. A burial took place two days ago in Deedesveld, but the young man who was buried wasn't dead – he was only in a coma. The Heroes must find and rescue him before he truly dies, otherwise he might become a terrible undead monster! According to the vision, the young man's tomb was on the third level below ground, but other than that, the Heroes must find it for themselves.

GM's Information

Lair Occupants: see below

Wandering Monsters: see below

Wandering Monster Dungeon Counters: see below

If referred to a *Followers* table: re-roll

This Quest is failed if it is not completed in a single visit – the young man must be rescued quickly! Whenever you need to generate lair occupants or wandering monsters, roll a D12. On a roll of 1-8, use the *Unoccupied Complex* table; on a roll of 9-12, use the *Undead Lairs* table, re-rolling a result of 12. Generate the complex normally, except that the first two Quest rooms will be stairs down.

There are no Quest rooms on the third level – re-roll any rolls which generate a Quest room. On the third level, roll a D12 each time the Heroes find a sarcophagus, adding 1 for each sarcophagus they have discovered on the third level, and 1 for each Fate Point they spend to increase their chances. Players must decide to spend Fate Points before the dice is rolled. On a roll of 12 they have found the unfortunate young man who was buried alive. Use the Victim Character Sheet for him.

If the Heroes get the young man out of the graveyard alive, they each gain 1 Fate Point, as a blessing from Morr. Any Hero who searches a sarcophagus on this Quest – except on the third level – must spend a Fate Point or pay a 50GC fine at the end of the Quest. The same applies to any Hero who takes treasure from a sarcophagus on the third level.

GHOUL HUNT

Players' Information
Deedesveld has become infested by a nest of Ghouls! You must go into the tombs, kill every Ghoul you find, and discover their lair. You can claim a bounty of 10 GCs for each Ghoul you slay while on this Quest.

GM's Information

Lair Occupants: see below

Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Ghoul* table

If referred to a *Followers* table: *Ghoul* table

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be their lair, containing a Ghoul Chieftain and a number of Ghouls indicated by one roll on the *Ghoul* table. To complete the Quest, the Heroes must find and slay the Ghoul Chieftain.

THE CAPTAIN'S HELM

Players' Information
Captain Karl Avermans was a great Hero who fought to save Marienburg from the forces of Chaos two hundred years ago. He was buried in a great tomb in Deedesveld, and has lain there ever since. Now, on the 200th anniversary of his death, a new monument is to be built, in the middle of the city. The authorities want to recover the Captain's helmet from his tomb, so that it can be displayed on top of the new monument.

GM's Information

Lair Occupants: see below

Wandering Monsters: see below

Wandering Monster Dungeon Counters: see below

If referred to a *Followers* table: re-roll

Whenever you need to generate lair occupants or wandering monsters, roll a D12. On a roll of 1-8, use the *Unoccupied Complex* table; on a roll of 9-12, use the *Undead Lairs* table, re-rolling a result of 12. Generate the complex normally, except that the first two Quest rooms will be stairs down. The third Quest room is the tomb of Captain Avermans.

Although he fought heroically against Chaos, it has had its effect on him – he is now a Ghoul Chieftain, and will fight intruders until destroyed. Once he has been dealt with, the Heroes can recover his helmet and take it back to the authorities to claim a 50 GC reward. Any Hero who searches a sarcophagus on this Quest must spend a Fate Point or pay a 50 GC fine at the end of the Quest.

PLACE OF LEGEND

Deep in the forests of the Yetzin Valley, on the fringes of the Border Princes, stands a monument known to the locals as The Watchers on the Hill. A wide circle of standing stones, it was raised thousands of years ago by the followers of the Old Faith. A complex of tunnels and chambers was made beneath the stones and for centuries it served as a sanctuary for all those who followed this cult of nature, until a hundred years ago the Yetzin Valley was overrun by an army of Orcs. The complex was all but destroyed, and all in it perished. Now, some explorers have returned from these wild lands claiming to have found the Watchers on the Hill, just as the Orcs left the place.

Roll once on the following table to discover why the Heroes are going into the underground complex beneath the stone circle:

PLACE OF LEGEND QUEST TABLE	
D12	*Quest*
1-3	Monster Hunt
4-6	The Crystal of Fire
7-9	Cleanse the Shrine
10-12	Torgoch's Kin

MONSTER HUNT

Players' Information
The first stage in restoring this holy place is to clear out the monsters that have infested it since the Orcs came. The Orcs are all dead now – they left the valley after only a few years – but other creatures have entered the desecrated complex in the Orcs' wake.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

There are no stairs out (other than those the Heroes came in by), so replace this result on the *Passage End* table with Dead End. The Quest ends when the Heroes have completely cleared the complex of monsters – when every passage has been followed to a dead end and no more doors remain to be opened. This may take some time! There is no Quest room on the third level – re-roll this result if it is generated by the *Room Type* table.

THE CRYSTAL OF FIRE

Players' Information
The Orc chieftain, Torgoch, is said to lie somewhere in the complex, along with his magical Crystal of Fire. This powerful magical treasure enabled him to conquer most of the Yetzin valley, but his troops began fighting among themselves and deserted him. The Crystal of Fire is the kind of treasure which few Heroes can resist!

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed* table

If referred to a *Followers* table: re-roll

There are no stairs out (other than those the Heroes came in by), so replace this result on the *Passage End* table with Dead End. The third Quest room is the chamber where Torgoch lies with his magical treasure. Torgoch is a Liche, and will fight until destroyed, using the Crystal of Fire. The Crystal can be used by any wizard, and can cast each spell of the Bright Wizards once per day, without any need for components – it can even cast spells its user doesn't know!

CLEANSE THE SHRINE

Players' Information
At the heart of the complex lies a powerful shrine of the Old Faith, said to have been carved out of an immense Dawnstone the size of a house. The Heroes must find this shrine and re-dedicate it, by leaving a smaller Dawnstone there to reactivate the shrine's powers.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

There are no stairs out (other than those the Heroes came in by), so replace this result on the *Passage End table* with Dead End. The third Quest room is the shrine at the heart of the complex.

The Heroes have a Dawnstone (with 12 Fate Points) at the start of the quest, which they must leave in the shrine. This is a normal Dawnstone as described in the **Advanced Heroquest** rulebook, and the Heroes may use it if they need to during the Quest. However, each time they use the Dawnstone they place their Quest in jeopardy.

When the Heroes reach the shrine, roll a D12. If the result is equal to or less than the number of Fate Points left in the Dawnstone, the shrine is successfully re-activated and the Quest has been successful. If not, the Dawnstone does not have enough power left and the Quest has failed! Heroes who complete the Quest successfully gain 1 Fate Point each.

TORGOCH'S KIN

Players' Information

The Orc chieftain, Torgoch, is said to lie somewhere in the complex, along with his magical Crystal of Fire. Now, a descendant of his named Radzog has come to claim the treasure, at the head of another Orc army! Unless the Heroes can get to the Crystal first, the consequences could be terrible.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table, but re-roll all Skaven, Tomb Robbers and Chaos Thugs results

Wandering Monster Dungeon Counters: *Disturbed Complex* table, but re-roll all Skaven, Tomb Robbers and Chaos Thugs results

If referred to a *Followers* table: re-roll

Take a Chaos Sorcerer Character Monster Counter to represent Radzog. He has the statistics and weapons of an Orc Warchief, but uses the same spells as a Chaos Sorcerer – you will find both in the **Advanced Heroquest** rulebook.

The first two Quest rooms will be stairs down. There are no stairs out (other than those the Heroes came in by), so replace this result on the *Passage End* table with Dead End.

Each time the Heroes encounter a Quest room on the third level of the complex, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – the Orcs are well ahead of the Heroes, and consolidating their position in the complex! On a roll of 10-12, the Quest room is the chamber where Torgoch lies with his magical treasure.

If the Heroes haven't met and killed Radzog elsewhere, he will be in this room, with the Crystal of Fire and minions represented by any unused Dungeon counters. He will use the Crystal of Fire against the Heroes, and will fight to the death rather than surrender it. The Quest ends when Radzog is killed and the Heroes have captured the Crystal and taken it out of the complex. The Crystal can be used by any wizard, and can cast each spell of the Bright Wizards once per day, without any need for components – it can even cast spells its user doesn't know!

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UNDERGROUND BATTLEFIELD

On the eastern flank of the World's Edge mountains, between the Old World of Humans and the Dark Lands of the Orcs, stands the ancient Dwarfhold of Karak-Mordin. When the Orcs overran the Dwarven realm many centuries ago, Karak-Mordin fell after a long siege, and its inhabitants were slaughtered. Hundreds of Orcs also fell in the battle, and the Dwarfhold has stood empty ever since. Empty, that is, except for various creatures that have taken up residence in the wrecked tunnels and chambers. The Dwarfs have spent centuries trying to locate and re-occupy all the Holds that were destroyed in the Orc Wars, but the task is immense. Dwarven scholars have only just rediscovered the location of Karak-Mordin, and the process of clearance and restoration is about to begin there.

Roll once on the following table to discover why the Heroes are going into the Dwarfhold of Karak-Mordin:

UNDERGROUND BATTLEFIELD QUEST TABLE	
D12	*Quest*
1-2	Stop the Renegade
3-4	The Iron Banner
5-6	Dust to Dust
7-10	Monster Hunt
11-12	Ancient Knowledge

STOP THE RENEGADE

Players' Information
The rebel Dwarf Wizard Sulring Durgul has found Karak-Mordin, and is preparing to raise a vast undead army there! You must find the evil Necromancer and thwart his plans – but hurry, for his power grows with each passing hour!

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Necromancer Followers* table

If referred to a *Followers* table: *Necromancer Followers* table

Take a Necromancer Character Monster Counter to represent Sulring Durgul. Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – time is getting shorter, and Durgul's undead minions are growing more numerous! On a roll of 10-12, the Heroes have found Durgul's lair – he is here (unless he has previously been encountered and killed) with one roll of minions from the *Necromancer Followers* table. To complete the Quest, the Heroes must meet and kill Sulring Durgul.

THE IRON BANNER

Players' Information
The defenders of Karak-Mordin made their last stand in the royal tombs far beneath the Dwarfhold. Beneath the Iron Banner of King Brondi, the last survivors of the Orc invasion fought to the death. You must find the site of the last stand and retrieve the Iron Banner, so it can be returned to the Dwarven capital of Caraz-a-Carak and hung in a place of honour. You may not loot any tombs while on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed* table

If referred to a *Followers* table: re-roll

Each time the Heroes discover a Quest room, roll a D12: on a roll of 1-9 it is a set of stairs down, on a roll of 10 or more it is the entrance to the royal tombs – the next Quest room will be the site of the defenders' last stand. To complete the Quest, the Heroes must reach this room, and one or more of them must leave the complex carrying the banner.

A Hero who is carrying the banner is Fearsome to Orcs and Goblins, and to creatures and followers of Chaos. A Hero who is carrying the banner may not cast spells or use a bow, two- handed weapon or halberd – one hand must always be free to hold the banner.

A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so. The Heroes may not keep the Iron Banner after the Quest.

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DUST TO DUST

Players' Information
The dead of Karak-Mordin cry out for decent burial, and the Dwarven nation has hired the Heroes to escort one of their priests into the Dwarfhold to lay to rest the spirits of the dead. The priest must reach the central shrine of the Dwarfhold and conduct a ceremony there so that the spirits of the dead can rest in peace. You may not loot any tombs on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

A Priest Character Sheet is given elsewhere in this book. Each time the Heroes discover a Quest room, roll a D12: on a roll of 1-9 it is a set of stairs down, on a roll of 10 or more it is the shrine.

To complete the Quest, the Heroes must reach this room with the Dwarf-priest, who must then spend a full exploration turn there to complete his funeral ritual. After the ritual has been completed, no Ethereal creatures will be encountered – ignore any encounters with Ghosts, Spectres, Wights and Wraiths, as nothing has happened! A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

MONSTER HUNT

Players' Information
The first stage in restoring Karak-Mordin is to clear out the monsters that have infested it since the Orcs came. Then the Dwarfs can restore and re-occupy the Hold.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

All Quest rooms will be stairs down. There are no stairs out (other than those the Heroes came in by), so replace this result on the *Passage End* table with Dead End. The Quest ends when the Heroes have completely cleared the complex of monsters – when every passage has been followed to a dead end and no more doors remain to be opened. This may take some time! There is no Quest room on the third level – re-roll this result if it is generated by the *Room Type* table.

ANCIENT KNOWLEDGE

Players' Information
Deep in the heart of Karak-Mordin is its great Library, containing the lost chronicles of the Dwarfhold and other documents which are of immense value to Dwarven scholars. Your Quest is to find the Library of Karak-Mordin, and bring back the lost chronicles.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and on a roll of 10-12, the Heroes have found the Library. To complete the Quest, the Heroes must spend a full exploration turn in the Library.

DWARFHOLD TOMB COMPLEX

Before the Orcs overran the Yetzin Valley a century ago, the area was ruled from Kadar-Gravning, a great and powerful Dwarfhold. Wrecked by the Orcs, Kadar-Gravning has been found and cleared, and the process of reconstruction has begun. It was no ordinary Dwarfhold, for in the royal tombs here was buried the great Dwarf-King Hargrim, whose crown is still a powerful symbol of leadership among the Dwarfs.

Roll once on the following table to discover why the Heroes are going into the tombs of Kadar-Gravning:

DWARFHOLD TOMB COMPLEX QUEST TABLE	
D12	*Quest*
1-3	Hargrim's Crown
4-6	Ghoul Hunt
7-10	Dust to Dust
11-12	Forbidden Knowledge

HARGRIM'S CROWN

Players' Information
The crown of the great Dwarf-King Hargrim is said to have been buried with him. Centuries later, the Dwarven realm is on the verge of civil war, with both sides claiming descent from Hargrim. His crown is still a potent symbol of leadership in Dwarven eyes, and if either side can recover it from his tomb, they will have an enormous political advantage.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Disturbed Complex* table, but re-roll Skaven, Orcs, Goblins and Chaos Thugs on the *Opposition* table

Wandering Monster Dungeon Counters: *Opposition* table

If referred to a *Followers* table: *Opposition* table

The first two Quest rooms the Heroes encounter will be stairs down; the third will be Hargrim's tomb. The Tomb is a small room with one door; the sarcophagus is in the centre. The Crown is resting on the sarcophagus. To complete the Quest, the Heroes must find Hargrim's Tomb and at least one of them must leave the complex with the Crown. They may not keep the Crown after the Quest. Heroes who search any sarcophagus lose a Fate Point each time they do so – a just punishment for their sacrilege!

GHOUL HUNT

Players' Information
The royal tombs have become infested by a nest of Ghouls! You must drive them out so that the eternal peace of the dead kings can be restored. Go into the tombs, kill every Ghoul you find, and discover their lair. You can claim a bounty of 10 GCs for each Ghoul you slay while on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Ghoul* table

Wandering Monster Dungeon Counters: *Ghoul* table

If referred to a *Followers* table: *Ghoul* table

The first and second Quest rooms encountered will both be stairs down to a deeper level; the third will be their lair, containing a Ghoul Chieftain and a number of Ghouls indicated by one roll on the *Ghoul* table. To complete the Quest, the Heroes must find and slay the Ghoul Chieftain.

DUST TO DUST

Players' Information
The dead of Kadar-Gravning are restless because of the slaughter and destruction that the Orcs wrought there, and the Dwarven nation has hired the Heroes to escort one of their priests into the Dwarfhold to lay to rest the spirits of the dead. The priest must reach the central shrine of the tomb complex, and conduct a ceremony there so that the spirits of the dead can rest in peace. You may not loot any tombs on this Quest.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

A Priest character sheet is given elsewhere in this book. Each time the Heroes discover a Quest room, roll a D12: on a roll of 1-9 it is a set of stairs down, on a roll of 10 or more it is the shrine. To complete the Quest, the Heroes must reach this room with the Dwarf-priest, who must then spend a full game turn uninterrupted to complete his funeral ritual. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

FORBIDDEN KNOWLEDGE

Players' Information

Hidden in the royal tombs are many secret things. A renegade Dwarf Necromancer named Sulring Durgul has heard about these hiding-places, and has gone into the royal tombs to try to find them. There are things in the royal tombs that could make him terrifyingly powerful – you must follow him and stop him.

GM's Information

Lair Occupants: *Undead Lairs* table

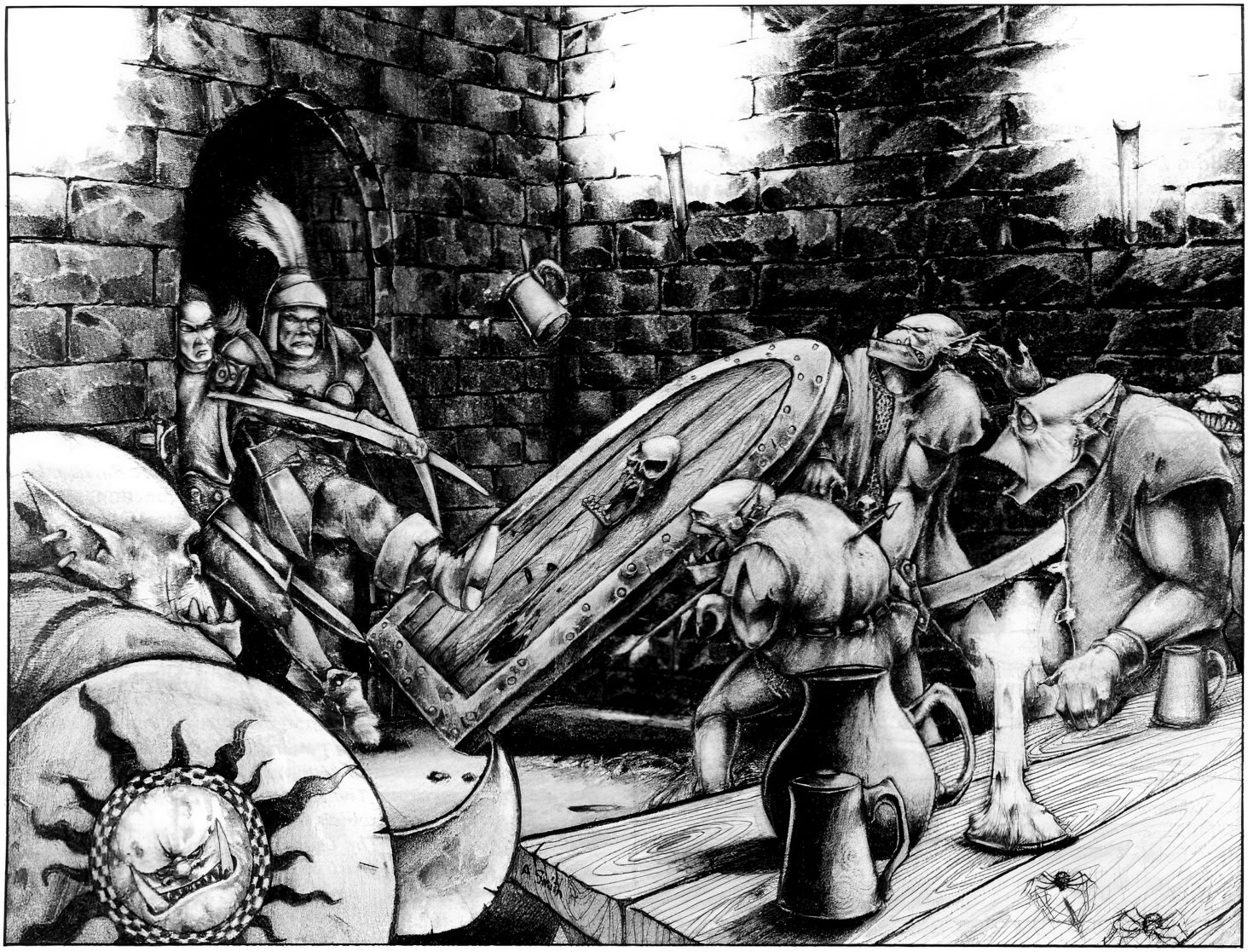
Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Necromancer Followers* table

If referred to a *Followers* table: *Necromancer Followers* table

Take a Necromancer Character Monster Counter to represent Durgul. Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – time is getting shorter, and Durgul's undead minions are growing more numerous! On a roll of 10-12, the Heroes have found Durgul's lair – he is here (unless he has previously been encountered and killed) with one roll of minions from the *Necromancer Followers* table.

Each time you draw a Dungeon Counter, roll once on the *Magic Treasure* table and give the resulting item to Durgul. He can't use weapons and armour, though, so these are discarded. To complete the Quest, the Heroes must meet and kill Durgul. They may not keep any of the magical items he has when they find him, but they may keep anything else they find during the Quest. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.



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NECROMANCER'S LAIR

Deep in the Badlands beyond the Border Princes stands a ruined fortress guarding an abandoned mine – a relic of a brief period of Human exploration in this remote and forbidding place. Now, nothing living remains in the place – but it is far from empty. The name Morbius is known to a few scholars and wizards, and written in a handful of tomes of lore. Over the centuries, this powerful Liche has brewed many schemes and caused great evil, and the living seem powerless to stop him. Finally, Morbius has been tracked to his lair in the abandoned fortress and the mine beneath. The Hero who rids the world of this dread creature will win great renown, and there are other evils to be righted in this foul place.

Roll once on the following table to discover why the Heroes are going into the lair of Morbius:

NECROMANCER'S LAIR QUEST TABLE	
D12	*Quest*
1-3	Search and Destroy
4-5	The Skull Crown
6-8	Rescue
9-10	Furnace of Souls
11-12	Race Against Time

SEARCH AND DESTROY

Players' Information
Now that the lair of the dread Liche has been discovered, his evil can be brought to and end once and for all. Your Quest is to enter the complex, find Morbius, and destroy him.

GM's Information

Lair Occupants: *Undead Lairs* table until second Quest room discovered, then *Liche Followers* table

Wandering Monsters: *Undead Wandering Monsters* table until second Quest room discovered, then *Liche Followers* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table until second Quest room discovered, then *Liche Followers* table

If referred to a *Followers* table: *Liche Followers* table

Take a Liche Character Monster Counter to represent Morbius. Generate the complex normally, except that the first two Quest rooms will be stairs down. The third Quest room is the Liche's inner sanctum – unless the Heroes have previously met and destroyed him he will be here, along with minions generated by two rolls on the *Liche Followers* Table. To complete the Quest, the Heroes must find and kill Morbius.

THE SKULL CROWN

Players' Information
Morbius has somehow acquired the Skull Crown – an evil magical treasure, made centuries ago by the priests of an outlawed cult in far-off Cathay. It seems that he has not yet learned how to use the Crown, and he must be stopped before he does so – for if he should master the Skull Crown, his power would increase a hundredfold, and there would be no end to his evil. Your Quest is to enter his lair and steal the Skull Crown.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: *Liche Followers* table

Take a Liche Character Monster Counter to represent Morbius. Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – Morbius has become alerted to their presence, and is organising his forces against them. On a roll of 10-12, the Heroes have found the Skull Crown. To complete the Quest, the Heroes must find the Crown and leave the complex with it.

RESCUE

Players' Information
Somewhere deep within his lair, Morbius is holding a prisoner – the daughter of one of the Border Princes. Unless she can be saved, she will surely perish in one of his evil rituals. Your Quest is to find and rescue the princess – her father is offering a reward for her safe return.

GM's Information

Lair Occupants: *Undead Lairs* table until second Quest room discovered, then *Liche Followers* table

Wandering Monsters: *Undead Wandering Monsters* table until second Quest room discovered, then *Liche Followers* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table until second Quest room discovered, then *Liche Followers* table

If referred to a *Followers* table: *Liche Followers* table

Take a Liche Character Monster Counter to represent Morbius.

Generate the complex normally, except that the first two Quest rooms will be stairs down. There are two ways the Heroes can find the princess – as the Maiden in a Non-Player Character Hazard room, or by reaching the third Quest room in the complex. Use the Victim Character Sheet to represent her. To complete the Quest, the Heroes must find the princess and escort her out of the complex. In addition to normal rewards, the princess' father will pay the Heroes 100 GCs if she is rescued without being hurt, 20 GCs if she is rescued but wounded – and nothing at all if she is killed, of course.

FURNACE OF SOULS

Players' Information
After decades of research, Imperial wizards have discovered the source of Morbius' power. At the heart of his lair is the Furnace of Souls – a huge magical generator driven by the tortured ghosts of everyone he has ever killed. If this evil device can be found and destroyed, the Liche's power will be broken – and the spirits of his victims will be able to rest in peace.

GM's Information

Lair Occupants: *Undead Lairs* table

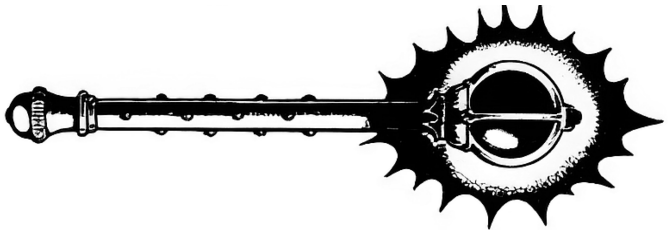
Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: *Liche Followers* table

Take a Liche Character Monster Counter to represent Morbius.

Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – Morbius has become alerted to their presence, and is organising his forces against them. On a roll of 10-12, the Heroes have found the Furnace of Souls. Unless he has previously been encountered and destroyed, Morbius will be here, with minions generated by two rolls on the *Liche Followers* Table. Morbius will fight to the finish to defend the Furnace of Souls – he may not Escape from a combat in this room. To complete the Quest, the Heroes must find the Furnace of Souls and a Wizard must spend an entire exploration turn in the room wrecking the device.



RACE AGAINST TIME

Players' Information
An evil ritual is about to take place in Morbius' lair. It must be stopped, or the Liche's power will be increased even further. Your Quest is to find the chamber where the ritual is taking place, and stop it before it can be completed.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Liche Followers* table

If referred to a *Followers* table: *Liche Followers* table

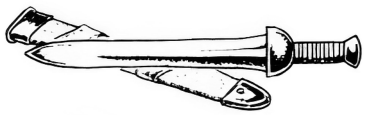
Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter – keep Wandering Monster and Character Counters separate, though, as in this Quest they are not played in the normal way. On a roll of 10-12, the Heroes have found the Liche's inner sanctum, where the ritual is in progress – Morbius is here, along with minions generated by *all* the Dungeon Counters the GM is holding at this point. To complete the Quest, the Heroes must destroy all the monsters in the room, and either kill Morbius or force him to Escape.

EVIL CITY

Ennio Mordini was one of the most feared and respected mercenary leaders in all of Tilea. He and his troops were so effective that many Tilean princes competed to employ them – but all were secretly afraid, for if Mordini should turn against them they would be helpless. Finally, the Dukes of Lambrusco and Organza plotted to rid themselves of this dangerous man, and Mordini's troops were sent into a trap. Not one survived, although Mordini swore as he died that he would be avenged on the scheming princes who connived at his death. Shortly afterwards, a huge, unstoppable army of skeleton warriors marched on Lambrusco, wearing the tattered colours of Mordini's murdered mercenaries. The city was taken by storm, and not one of the citizens escaped. Lambrusco is now a city of the dead, and the other princes of Tilea tremble at what may happen next.

Roll once on the following table to discover why the Heroes are going into the dead city of Lambrusco:

EVIL CITY QUEST TABLE	
D12	*Quest*
1-3	Assassination
4-6	Rescue
7-9	The Heart of Shallya
10-12	The Raven Shrine



ASSASSINATION

Players' Information
The princes of Tilea have decided that the only way to deal with the undead menace is to kill Mordini a second time. Your quest is to go into the city, find the Undead Warlord that was once Ennio Mordini, and destroy it.

GM's Information

Lair Occupants: *Undead Warlord Followers* table

Wandering Monsters: *Undead Warlord Followers* table

Wandering Monster Dungeon Counters: *Undead Warlord Followers* table

If referred to a *Followers* table: *Undead Warlord Followers* table

Take an Undead Warlord Character Monster Counter to represent Mordini. There are no Quest rooms in this Quest, so re-roll any Quest Room results on the Room Type table. Each time the Heroes encounter an Undead Champion (before any combat takes place), roll a D12: on a roll of 10-12 they have actually encountered Ennio Mordini – an Undead Warlord! Roll once on the *Undead Warlord Followers* table and add the result to the monsters for this encounter. To complete the Quest, the Heroes must find and destroy the Undead Warlord.

RESCUE

Players' Information
Word has reached neighbouring princes that there is a single living person still in Lambrusco – the youngest daughter of the Duke. How she escaped the slaughter, no-one knows. Perhaps she was able to hide, or perhaps Mordini is keeping her alive until he can think of a suitable fate for her. In any event, she must be rescued from the clutches of the Undead Warlord! The Duke of Organza has offered a reward for her rescue.

GM's Information

Lair Occupants: *Undead Lairs* table until second Quest room discovered, then *Undead Warlord Followers* table

Wandering Monsters: *Undead Wandering Monsters* table until second Quest room discovered, then *Undead Warlord Followers* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table until second Quest room discovered, then *Undead Warlord Followers* table

If referred to a *Followers* table: *Undead Warlord Followers* table

Take a Undead Warlord Character Monster Counter to represent Mordini. Generate the complex normally, except that the first two Quest rooms will be stairs down. There are two ways the Heroes can find the princess – as the Maiden in a Non-Player Character Hazard room, or by reaching the third Quest room in the complex. Use the Victim Character Sheet to represent her. To complete the Quest, the Heroes must find the princess and escort her out of the complex. In addition to normal rewards, the prince will pay the Heroes 100 GCs if she is rescued without being hurt, 20 GCs if she is rescued but wounded – and nothing at all if she is killed, of course.

THE HEART OF SHALLYA

Players' Information
Hidden in a shrine somewhere in the city is the Heart of Shallya – a powerful artefact of Good. Surrounded by so much evil, its powers are beginning to wane, and it must be recovered before it is destroyed altogether.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Undead Warlord Followers* table

Wandering Monster Dungeon Counters: *Undead Warlord Followers* table

If referred to a *Followers* table: *Undead Warlord Followers* table

Take an Undead Warlord Character Monster Counter to represent Mordini. Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may

take one Dungeon Counter – Mordini has become alerted to their presence, and is organising his forces against them. On a roll of 10-12, the Heroes have found the shrine containing the Heart of Shallya.

To complete the Quest, the Heroes must find the Heart and leave the complex with it. The Heart of Shallya can cast Flames of the Phoenix three times, and Power of the Phoenix once, even in the hands of a non-Wizard. The Heroes may use the Heart to heal themselves while on the Quest, but may not keep it after the Quest is over.

THE RAVEN SHRINE

Players' Information
Somewhere in the city is a shrine sacred to Morr, the guardian of the dead. Morr is opposed to all undead, and if the shrine can be found, a short ritual conducted there will weaken the power of the Undead in Lambrusco considerably. Your quest is to escort a priest into the city, find the shrine, and protect him while he conducts the ritual.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Undead Warlord Followers* table

Wandering Monster Dungeon Counters: *Undead Warlord Followers* table

If referred to a *Followers* table: *Undead Warlord Followers* table

A Priest Character Sheet is given elsewhere in this book. Each time the Heroes discover a Quest room, roll a D12: on a roll of 1-9 it is a set of stairs down, on a roll of 10 or more it is the shrine. To complete the Quest, the Heroes must reach this room with the priest, who must then spend a full exploration turn here to complete his funeral ritual. After the ritual has been completed, all undead creatures encountered will have half their normal **W** score. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

OVERRUN NECROPOLIS

Two centuries ago, the forces of Chaos rampaged across the Old World. Although they were finally defeated and turned back into the Northern Wastes, there are some places which retain the mark of Chaos to this day. One such place is the doomed city of Praag, which was conquered and occupied by the forces of Chaos for over a year. To this day, the city has not been re-settled, and travellers who have passed by it return with horrifying tales. Just outside the city walls stands the great cemetery of Geroyograd. Here, the foul influence of Chaos has been no less than within the walls, and all manner of evil may be found here.

Roll once on the following table to discover why the Heroes are going into the Chaos-tainted cemetery:

OVERRUN NECROPOLIS QUEST TABLE	
D12	*Quest*
1-3	The Emerald Tear
4-6	Bogatyr's Sword
7-9	The Raven Shrine
10-12	Rat's Bane

THE EMERALD TEAR

Players' Information
Imperial Wizards have discovered the heart of Chaos within the cemetery. A huge chunk of Warpstone – primal Chaos in solid form – lies somewhere in the catacombs beneath the graveyard, and its influence is responsible for much of the evil that afflicts the place. Your Quest is to find the Warpstone and destroy it, using a ritual which the Imperial Wizards have taught you. But beware – Skaven have been seen in the area, and they too must be searching for the Warpstone…

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: *Wandering Monsters Matrix* from *The Quest for the Shattered Amulet* in the **Advanced Heroquest** rulebook

Take a Clan Skryre Sorcerer Character Monster Counter to represent the leader of the Skaven expedition. The Clan Skryre Sorcerer may be added to any group of Skaven encountered on the Quest.

Each time the Heroes encounter a Quest room, roll a D12. On a roll of 1-9 it is actually a Hazard room, and the GM may take one Dungeon Counter. On a roll of 10-12, the Heroes have found the piece of Warpstone known as the Emerald Tear. To complete the Quest, a Wizard must spend an entire exploration turn in the room with the Warpstone reading the ritual to destroy it.

BOGATYR'S SWORD

Players' Information
The great Hero Bogatyr fell in the defence of Praag as the forces of Chaos engulfed the land, and was one of the last people to be buried in the cemetery of Geroyograd before Praag was conquered. Now, the Tsar of Kislev has received a prophecy concerning Bogatyr's Sword – if it can be recovered by a true Hero and given back to the Tsar, then Praag may be reclaimed from Chaos at last. Your Quest is to find the sword of Bogatyr and take it to the Tsar.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: re-roll

Quest rooms will always be stairs down. Each time the Heroes find a sarcophagus, you should roll a D12 – a roll of 12 or more means that they have found the tomb of Bogatyr. Add 1 for each sarcophagus they have already discovered, and 1 for each Fate Point they spend to increase their chances. Players must decide to spend Fate Points before the dice is rolled.

The sarcophagus contains only the sword and the bones of Bogatyr. To complete the Quest, the Heroes must find the sword and take it out of the complex. The Sword of Bogatyr is a magical weapon – it does double damage against all creatures and followers of Chaos (Chaos Thugs, Chaos Warriors, Chaos Champions, Chaos Lords, Minotaurs, Beastmen, Bloodthirsters, Daemonettes, Greater Daemons of Tzeentch). The Heroes may use the sword while fighting their way out of the complex, but may not keep it after the Quest.

THE RAVEN SHRINE

Players' Information
Somewhere in the cemetery is a shrine sacred to Morr, the guardian of the dead. If the shrine can be found, a short ritual conducted there will weaken the power of Chaos in Praag considerably. Your quest is to escort a priest into the cemetery, find the shrine, and protect him while he conducts the ritual.

GM's Information

Lair Occupants: *Undead Lairs* table

Wandering Monsters: *Undead Wandering Monsters* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table

If referred to a *Followers* table: *Chaos Sorcerer Followers* table

A Priest Character Sheet is given elsewhere in this book. Each time the Heroes discover a Quest room, roll a D12: on a roll of 1-9 it is a set of stairs down, on a roll of 10 or more it is the shrine. Shrines found in Hazard rooms are lesser shrines, of no importance to this Quest. To complete the Quest, the Heroes must reach the shrine with the priest, who must then spend a full exploration turn there to complete his funeral ritual. After the ritual has been completed, all undead creatures encountered will have half their normal **W** score. A Hero who searches a sarcophagus during this Quest loses a Fate Point each time he does so.

RAT'S BANE

Players' Information
A powerful Skaven Sorcerer is in the cemetery of Geroyograd, planning an unspeakable ritual which will strengthen the power of Chaos not only in Praag but throughout the Old World. You must go into this terrible place, find the Skaven before the ritual can be completed, and kill it if possible.

GM's Information

Lair Occupants: *Disturbed Complex* table

Wandering Monsters: *Disturbed Complex* table

Wandering Monster Dungeon Counters: *Disturbed Complex* table

If referred to a *Followers* table: *Wandering Monster Matrix* from *The Quest for the Shattered Amulet* in the **Advanced Heroquest** rulebook

Take a Clan Skryre Sorcerer Character Monster Counter to represent the Skaven. There are no Quest rooms in this Quest, so re-roll any Quest Room results on the *Room Type* table. Each time the Heroes encounter Skaven (*before* any combat takes place), roll a D12: on a roll of 10-12 the Sorcerer is with the encountered Skaven! To complete the Quest, the Heroes must find and destroy the Skaven Sorcerer.

VAMPIRE'S STRONGHOLD

On the slopes of the Grey Mountains, near the border between The Empire and Bretonnia, stands the village of Kreutzhofen. It was once ruled by the von Reichenbach family, whose ruined mansion lies just outside the village shunned by all. It is said that a strong strain of vampirism ran through the Reichenbach bloodline; certainly their rule was tyrannical, which is why the locals rose up against them many years ago. Some say that the von Reichenbachs were not all wiped out, and that the evil Vladimir von Reichenbach – now a Vampire – haunts the extensive cellars and crypts beneath the ruined mansion…

Roll once on the following table to discover why the Heroes are going into the ruined mansion:

VAMPIRE'S STRONGHOLD QUEST TABLE	
D12	*Quest*
1-3	Search and Destroy
4-6	No Resting Place
7-9	Rescue
10-12	The Monster

SEARCH AND DESTROY

Players' Information
Irrefutable proof has been found that a Vampire lurks beneath the Reichenbach mansion. Your Quest is to enter the complex, find the Vampire, and destroy him.

GM's Information

Lair Occupants: *Vampire Lord Followers* table

Wandering Monsters: *Vampire Lord Followers* table

Wandering Monster Dungeon Counters: *Vampire Lord Followers* table

If referred to a *Followers* table: *Vampire Lord Followers* table

Take a Vampire Lord Character Monster Counter to represent Vladimir von Reichenbach. Generate the complex normally, except that the first two Quest rooms will be stairs down. The third Quest room is the Vampire's inner sanctum – unless the Heroes have previously met and destroyed him he will be here, along with minions generated by two rolls on the *Vampire Lord Followers* table. To complete the Quest, the Heroes must find and kill von Reichenbach.

NO RESTING PLACE

Players' Information
Vampires must rest in a coffin, and a powerful or clever Vampire normally keeps more than one. Your Quest is to enter the tunnels beneath the mansion, find as many coffins as you can, and destroy them all.

GM's Information

Lair Occupants: *Vampire Lord Followers* table

Wandering Monsters: *Vampire Lord Followers* table

Wandering Monster Dungeon Counters: *Vampire Lord Followers* table

If referred to a *Followers* table: *Vampire Lord Followers* table

Take a Vampire Lord Character Monster Counter to represent Vladimir von Reichenbach. Whenever the Heroes encounter a Quest room, roll a D12: on a roll of 1-9 the room contains an empty coffin, which may be destroyed by spending an exploration turn in the room with it. On a roll of 10-12 the Heroes have found a coffin which is currently occupied by von Reichenbach.

The room is guarded by minions generated by one roll on the *Vampire Lord Followers* table, and on the second round of combat von Reichenbach will have awoken and left his coffin, able to attack or escape. Once the Heroes find and destroy the coffin that von Reichenbach actually occupies, the Quest is at an end.

RESCUE

Players' Information
Somewhere deep within his lair, von Reichenbach is holding a prisoner – the daughter of a local nobleman. Unless she can be saved, she will surely perish – or worse. Your Quest is to find and rescue the princess – her father is offering a reward for her safe return.

GM's Information

Lair Occupants: *Undead Lairs* table until second Quest room found, then *Vampire Lord Followers* table

Wandering Monsters: *Undead Wandering Monsters* table until second Quest room found, then *Vampire Lord Followers* table

Wandering Monster Dungeon Counters: *Vampire Lord Followers* table

If referred to a *Followers* table: *Vampire Lord Followers* table

Take a Vampire Lord Character Monster Counter to represent von Reichenbach. At any time during the Quest, von Reichenbach may turn the princess into a Lesser Vampire by trading ten Dungeon counters (NOT including von Reichenbach's Vampire Lord Character Monster Counter) for one Lesser Vampire Character Monster Counter.

Generate the complex normally, except that the first two Quest rooms will be stairs down. If you generate a Maiden encounter in a Hazard room, ignore it and fill the room with monsters generated by one roll on the *Vampire Lord Followers* table instead. The third Quest room is the cell where the princess is imprisoned, if she has not been turned into a Vampire – use the Victim Character Sheet to represent her. If the princess becomes a Vampire before the Heroes find her, discard the Victim Character Sheet and play her as a Character Monster – the Heroes will be in for a nasty shock when they find her!

To complete the Quest, the Heroes must find the princess before she is turned into a Vampire, and escort her out of the complex. In addition to normal rewards, the princess' father will pay the Heroes 100 GCs if she is rescued without being hurt, 20 GCs if she is rescued but wounded – and nothing at all if she is killed or turned into a Vampire, of course.

THE MONSTER

Players' Information
Somewhere in the crypts and passages beneath the ruined von Reichenbach mansion, a madman is conducting experiments into the creation of artificial life. In a deserted secret laboratory far underground, local doctor Jakob Entesang has discovered the partially-completed creature, built from the remains of the dead by one of the von Reichenbach family. The villagers of Kreutzhofen have just become aware of what is happening – your Quest is to find the secret laboratory, confront the mad doctor, and put an end to his experiments once and for all. No easy task when they say that the cellars of the ruined mansion are haunted by ghosts, Vampires and worse…

GM's Information

Lair Occupants: *Undead Lairs* table until second Quest room found, then *Vampire Lord Followers* table

Wandering Monsters: *Undead Wandering Monsters* table until second Quest room found, then *Vampire Lore Followers* table

Wandering Monster Dungeon Counters: *Undead Wandering Monsters* table until second Quest room found, then *Vampire Lord Followers* table

If referred to a *Followers* table: *Vampire Lord Followers* table

Take a Necromancer Character Monster Counter to represent Doctor Entesang. At any time during the Quest, the mad doctor may activate his monster by trading ten Dungeon counters (NOT including his own Character Monster Counter) for one Construct Character Monster Counter.

The first two Quest rooms will be stairs down. The third Quest room is the hidden laboratory – Entesang will be here, and so will the Construct unless it has already been activated. Entesang counts as a Sergeant. To complete the Quest, the Heroes must find and destroy the Construct.

SIDE-QUEST

Side-Quests are an optional rule for **Advanced Heroquest** – that is, you can use them if you like, but you don't have to.

In addition to the main quests provided by the Quest Machine, Heroes who are planning an expedition into tombs and similar places may be approached by various interested parties, offering them minor jobs. Before the Heroes set out, roll a D12 for each one. Each result of 10 or more indicates that the Hero has been approached with the offer of a side-quest; roll again and consult the following list:

1. A Wizard offers 20 GCs for a *Mummy's Bandages*. Collect this money on your return if you have encountered and destroyed at least one *Mummy*.

2. A Temple offers 50 GCs for a *Book of Lore*. Collect this money on your return if you have been in a Hazard room which contains a *Lectern*.

3. An Alchemist offers 50 GCs for *Vampire's Blood*. Collect this money on your return if you have encountered and destroyed at least one *Vampire*.

4. A scholar offers you payment for *mapping* the complex. On your return, collect 1 GC for each room on your map.

5. A Temple offers a bounty of 1 GC per *Wound* point for all *undead* creatures you destroy. Creatures that are wounded but not destroyed don't count.

6. An Alchemist offers 25 GCs for a *Ghoul's Claw*. Collect this money on your return if you have encountered and destroyed at least one *Ghoul*.

7. A Wizard is researching *Ethereal Undead*. If you meet a *Ghost*, *Spectre* or *Wraith* on this expedition, you may sell your story to him for 20 GCs.

8. A Wizard is researching artificial life. If you meet a *Construct* or *Homunculus* on this expedition, you may sell your story to him for 20 GCs.

9. A Wizard is researching necromantic animation of superior undead creatures. If you meet an *Undead Champion* or *Undead Warlord* on this expedition, you may sell your story to him for 20 GCs.

10. A collector of antiquities will pay you handsomely for any *jewellery* you bring back from this expedition. When you return, add 10% to the value of the treasure you have brought back.

11. A Wizard is researching the effects of magic upon undead creatures. On your return, you may claim 5 GCs for each spell you cast at an undead creature. This reward may only be collected if at least one spellcaster survived the expedition.

12. A Wizard is researching the use of magic by Dark Wizards. On your return, you may claim 5 GCs for each spell cast at you by a Dark Wizard. This reward may only be claimed if at least one spellcaster survived the expedition.

MONSTER TABLES

UNOCCUPIED COMPLEX

Use this table for both Lairs and Wandering Monsters.

UNOCCUPIED COMPLEX TABLE		
D12	*Creatures*	*Treasure*
1	4 Giant Rats	-
2	2 Giant Rats	-
3	1 Giant Spider	-
4	4 Tomb Robbers*	100 GCs
5	4 Giant Bats	-
6	3 Giant Beetles	-
7	1 Rat Swarm	-
8	1 Bat Swarm	-
9	1 Beetle Swarm	-
10	1 Giant Snake	-
11-12	Roll once on the relevant *Undead Table*	-

*Tomb Robbers are identical to Men-at-Arms, except that they have swords and not halberds.

DISTURBED COMPLEX

Use this table for both Lairs and Wandering Monsters.

DISTURBED COMPLEX TABLE		
D12	*Creatures*	*Treasure*
1-2	Roll once on the *Unoccupied Complex* table	-
3	4 Tomb Robbers*	100 GCs
4	4 Skaven Warriors	40 GCs
5	2 Skaven Warriors & 1 Champion	40 GCs
6	6 Goblins	10 GCs
7	4 Goblin Archers	5 GCs
8	4 Orcs	25 GCs
9	3 Orcs & 1 Orc Champion	50 GCs
10	2 Chaos Thugs & 1 Chaos Warrior	50 GCs
11-12	Roll once on the relevant *Undead Table*	-

*Tomb Robbers are identical to Men-at-Arms, except that they have swords and not halberds.

UNDEAD

UNDEAD LAIRS TABLE		
D12	*Creatures*	*Treasure*
1	Roll once on the *Unoccupied Complex* table	-
2	4 Skeletons	10 GCs
3	2 Skeleton Warriors	30 GCs
4	2 Skeleton Warriors & 1 Undead Champion	50 GCs
5	4 Skeletons & 1 Undead Champion	25 GCs
6	4 Skeleton Warriors	40 GCs
7	2 Skeletons & 4 Zombies	10 GCs
8	6 Zombies	10 GCs
9	1 Beetle Swarm	-
10-11	Roll once on the *Ethereal Undead* subtable	-
12	Roll once on the relevant *Followers* table	-

UNDEAD WANDERING MONSTERS TABLE		
D12	*Creatures*	*Treasure*
1-2	Roll once on the *Unoccupied Complex* table	-
3	4 Skeletons	10 GCs
4	4 Skeletons & 1 Undead Champion	25 GCs
5	4 Skeleton Archers	20 GCs
6	6 Zombies	10 GCs
7	1 Skeleton & 4 Zombies	25 GCs
8	3 Skeleton Warriors	45 GCs
9	1 Mummy	10 GCs
10	Roll once on the *Ghoul* subtable	-
11	Roll once on the *Ethereal Undead* subtable	-
12	Roll once on the relevant *Followers* table	-

GHOUL SUB-TABLE		
D12	*Creatures*	*Treasure*
1-6	1 Ghoul	5 GCs
7-9	2 Ghouls	10 GCs
10-11	3 Ghouls	15 GCs
12	4 Ghouls	25 GCs

ETHEREAL UNDEAD SUB-TABLE		
D12	*Creatures*	*Treasure*
1-8	1 Ghost	-
9	1 Spectre	-
10-12	1 Wraith	-

LICHE FOLLOWERS TABLE		
D12	*Creatures*	*Treasure*
1	Roll once on the *Undead Lairs* table	-
2-3	2 Skeleton Warriors	50 GCs
4	2 Skeleton Warriors & 1 Undead Champion	100 GCs
5	1 Undead Champion	50 GCs
6	2 Undead Champions	200 GCs
7	8 Skeletons	50 GCs
8	8 Zombies	50 GCs
9	1 Mummy	50 GCs
10	1 Wight	150 GCs
11	1 Spectre	200 GCs
12	1 Lesser Vampire	150 GCs

NECROMANCER FOLLOWERS TABLE		
D12	*Creatures*	*Treasure*
1	Roll once on the *Undead Lairs* table	-
2-3	2 Skeleton Warriors	50 GCs
4	2 Skeleton Warriors & 1 Undead Champion	100 GCs
5	1 Undead Champion	50 GCs
6	6 Skeletons	200 GCs
7	6 Zombies	50 GCs
8	1 Wraith	50 GCs
9	1 Mummy	50 GCs
10	1 Ghost	150 GCs
11	2 Ghosts	200 GCs
12	4 Ghouls	150 GCs

VAMPIRE LORD FOLLOWERS TABLE		
D12	*Creatures*	*Treasure*
1	Roll once on the *Undead Lairs* table	-
2	1 Bat Swarm	-
3	1 Rat Swarm	-
4	4 Wolves	-
5	4 Giant Bats	-
6	4 Giant Rats	-
7	4 Men-at-Arms*	50 GCs
8	1 Gorgon (human-bodied)	100 GCs
9	1 Gorgon (snake-bodied)	75 GCs
10	1 Witch	100 GCs
11	3 Men-at-Arms & 1 Sergeant*	150 GCs
12	1 Lesser Vampire	100 GCs

* These are normal Humans who are enslaved by the Vampire Lord's will. They are as described in the **Advanced Heroquest** rulebook, except that their Bravery is always 10 owing to the Vampire Lord's mental hold on them. If the Vampire Lord dies, they are released from his control and go back to normal.

UNDEAD WARLORD FOLLOWERS TABLE		
D12	*Creatures*	*Treasure*
1	Roll once on the *Undead Lairs* table	-
2-3	2 Skeleton Warriors	50 GCs
4	2 Skeleton Warriors & 1 Undead Champion	100 GCs
5	1 Undead Champion	50 GCs
6	6 Skeletons	200 GCs
7	6 Zombies	50 GCs
8	2 Undead Champions	150 GCs
9	4 Skeleton Warriors	50 GCs
10	4 Skeleton Warriors & 1 Undead Champion	150 GCs
11	6 Skeleton Warriors	150 GCs
12	2 Wights	200 GCs

CHAOS SORCERER FOLLOWERS TABLE		
D12	*Creatures*	*Treasure*
1	Roll once on the *Undead Lairs* table	-
2	4 Evil Cultists	50 GCs
3	4 Chaos Thugs	20 GCs
4	3 Chaos Thugs & 1 Chaos Warrior	100 GCs
5	1 Chaos Warrior	50 GCs
6	1 Chaos Champion	75 GCs
7	4 Men-at-Arms* See *Vampire Lord* table	50 GCs
8	1 Minotaur	30 GCs
9	1 Troll	5 GCs
10	1 Daemonette	50 GCs
11	1 Bloodthirster	100 GCs
12	1 Greater Daemon of Tzeentch	150 GCs

OPPOSITION TABLE		
D12	*Creatures*	*Treasure*
1-3	4 Men-at-Arms	20 GCs
4-6	3 Men-at-Arms & 1 Sergeant	50 GCs
7-8	2 Sergeants	30 GCs
9	2 Sergeants & 1 Warrior	100 GCs
10	2 Warriors	150 GCs
11-12	4 Heroes	200 GCs

Notes: *Warriors* are identical to Heinrich Lowen, as given in the **Advanced Heroquest** rulebook. For *4 Heroes,* use the **Heroquest** characters: Rogar, Ladril, Telor and Durgin.

NEW MAGIC TREASURES

Here are some new magic treasures, each with a special relevance to the undead. To include these in your games, use the *Treasure Chests Table* as usual. If a Magic treasure is indicated, do not roll on the *Magic Treasure Table* straight away. First, roll a D12 – on a roll of 12, roll on the table below; on a roll of 1-11, roll on the *Magic Treasure Table* as normal.

NEW MAGIC TREASURES TABLE	
D12	*Item*
1	Scarab of Ra
2	Raven talisman of Morr
3	Sword of Sanctity
4	Scroll of Sanctuary
5	Arrows/Bolt of Life
6	Amulet of Strength
7	Amulet of Courage
8	Amulet of Life Protection
9	Amulet of Proof Against Poison
10	Sword of Life
11	Amulet of Life Warding
12	Wand of Light

SCARAB OF RA

A magical gem from far-off Araby, the Scarab of Ra is a polished stone carved into the form of a desert beetle. Any Mummy struck by the Scarab is immediately destroyed. The Scarab may be thrown, with a range of 4 squares, even if the Hero has moved that turn. It may also be used to strike a Mummy in hand-to-hand combat, although this is a lot more risky! A thrown Scarab may be recovered and used again.

RAVEN TALISMAN OF MORR

This is a magical carving about the size of a man's palm. Made of black stone, it is carved into the form of an open portal with a raven perching on the top. The power of Morr, the guardian of the dead, is channelled through the carving, and a Hero who holds up the carving in front of an undead creature becomes Fearsome to that undead creature if the undead creature *passes* an Intelligence test – if not, the creature is too stupid to recognise the symbol, and is not afraid of the Hero!

SWORD OF SANCTITY

This sword automatically destroys any Daemon or undead creature which it strikes. If the hit roll is successful, the creature is destroyed; there is no need to roll for Wounds.

SCROLL OF SANCTUARY

This scroll may be read by a Wizard in the same way as any other magical scroll. When the Wizard reads the scroll, a glowing ring of golden light appears on the floor, tracing out the Wizard's death zone. No undead creature or Daemon may cross this line or attack across it in any way. Living creatures may cross the ring and attack across it freely, with both weapons and spells. The ring fades at the start of the next exploration turn. When the incantation is read, the scroll crumbles to dust.

ARROWS/BOLT OF LIFE

When one of these magical missiles hit an undead creature, it is automatically destroyed. Against all other targets, it counts as a normal arrow or bolt. The arrow or bolt is destroyed when it hits an undead creature. To discover whether you have found an arrow or a crossbow bolt (and how many!), roll a D12: 1-3 = 1 bolt, 4-12 = 2 arrows.

AMULET OF STRENGTH

When this magical amulet is found, roll a D12. The result is the number of "charges" the amulet has. When a Hero wearing the amulet is struck by a Wraith, or suffers any other magical effect which would reduce his Strength, cross off one "charge" from the amulet instead of reducing the Hero's score. When the amulet runs out of charges, it crumbles to dust, and any further attacks affect the Hero normally.

AMULET OF COURAGE

Wearing this amulet adds 2 points to a Hero's Bravery score. Note that it cannot increase a Hero's Bravery score above 11 – if a Hero with a Bravery score of 10 puts it on, it only adds 1 point, and if a Hero with Bravery 11 or higher puts it on, it does nothing at all!

AMULET OF LIFE PROTECTION

When this magical amulet is found, roll a D12. The result is the number of "charges" the amulet has. When a Hero wearing the amulet is struck by a Spectre, cross off one "charge" from the amulet instead of reducing the Hero's characteristics. When the amulet runs out of charges, it crumbles to dust, and any further attacks affect the Hero normally.

AMULET OF PROOF AGAINST POISON

When this magical amulet is found, roll a D12. The result is the number of "charges" the amulet has. When a Hero wearing the amulet is struck by a poisoned attack (including the claws of a Ghoul, the bite of a snake, or whatever), cross off one "charge" from the amulet. The poison does not affect the Hero, and the attack causes damage as normal. Thus, the Ghoul loses its normal +1 to Wound rolls, the dagger of a Skaven Gutter Runner counts as a dagger instead of a sword, and so on. In most cases you should have no trouble discounting poison damage from an attack, but if in doubt, the Hero suffers half the damage that the poisoned attack would normally cause. When the amulet runs out of charges, it crumbles to dust, and any further attacks affect the Hero normally.

SWORD OF LIFE

This weapon is a *Banesword*, enchanted to cause more grievous wounds when fighting undead. Roll to hit and wound as normal; the sword causes double the normal number of Wounds to an undead target.

AMULET OF LIFE WARDING

An Amulet of Warding protects its wearer against the attacks of undead monsters. A Hero wearing an Amulet of Warding will suffer one less wound from each attack by an undead creature. In addition, an undead creature can never get a free attack while fighting the Hero.

WAND OF LIGHT

The Wand of Light can only be used by a Wizard. It fires a bolt of pure life-essence up to 12 squares in the Wizard's line of sight. Place a fireball template at the target point – every undead creature which is wholly or partly under the template is hit by a number of damage dice equal to its own Toughness score – the tougher it is, the more the life-essence harms it! The bolt has no effect on creatures other than undead.

NEW EQUIPMENT

Heroes who are going hunting undead can invest in a range of specialised equipment to help them in their Quests. This section gives you the costs and some special rules for various items that will be useful against undead.

NEW EQUIPMENT TABLE	
Item	*Cost*
Stake & Mallet	5 GCs
Garlic, 1 garland	5 GCs
Blessing a weapon*	20 GCs
Holy Water, 1 flask	10 GCs
Mirror	5 GCs
Salt, 1 bag	1 GCs

* Note that an arrow or crossbow bolt counts as a single weapon.

STAKE AND MALLET

The surest way to deal with a Vampire is by staking it through the heart. This is easy enough if you can catch the Vampire sleeping in its coffin, but when you're faced with a fully awake and distinctly hostile Vampire Lord in the darkness of the catacombs, it's easier said than done!

The stake and mallet occupy both hands – a Hero can't use a shield while wielding them, and loses the Toughness bonus (optional rule: he may still claim the Toughness bonus against attacks from the three squares to his rear, since his is carrying the shield slung over his back).

The stake and mallet is an unwieldy weapon, to say the least – a Hero trying to stake a Vampire in hand-to-hand combat suffers a -4 penalty to all hit rolls. It cannot score a critical hit, and it fumbles on a roll of 4 or less. However, if the attack is successful there is no need to roll damage dice – the Vampire is automatically destroyed unless the GM uses a Fate Dungeon Counter to convert the success into a failure.

GARLIC

Garlic is a popular folk-remedy against Vampires. A Vampire attacking a Hero who wears a garland of garlic around his neck in hand-to-hand combat suffer a -2 penalty to all hit rolls.

BLESSED WEAPONS

In exchange for a small donation to their temple, many priests will bless a weapon, making it more effective against undead. If you use the Priest Hero from the **Advanced Heroquest Companion**, note that priests controlled by players cannot do this – only those who are safely settled in their own temples and don't go adventuring hsave the time to learn rituals like this!

A blessed weapon rolls one extra damage die when rolling to wound an undead target. However, blessings don't last forever – before the player makes the wound roll, the GM should roll a D12 – on a result of 1, the blessing has worn off and the weapon only rolls the normal number of damage dice!

HOLY WATER

Holy water can be obtained from temples between expeditions. A flask of holy water is a ranged weapon, with a maximum range of 4. It can be thrown even if the Hero has moved that turn. If it hits an undead creature or a Daemon (ie a Daemonette, Bloodthirster or Greater Daemon of Tzeentch), the holy water rolls a number of damage dice equal to the target's Toughness score. The more powerful an undead creature or Daemon is, the better chance the holy water has of hurting it!

MIRROR

Vampires and spirits (Ghosts, Spectres, Wights and Wraiths) don't reflect in mirrors, and the fact seems to upset them quite a bit. Holding up a mirror to a Vampire or spirit will repel it, so that it must make a Bravery test in order to enter the Hero's death zone. Note that a Hero must be *facing* a creature in order to hold up a mirror to it!

SALT

Due to a peculiarity in the magical process by which they are made, Zombies simply can't stand salt. This weakness can be used by Heroes in two ways:

If a bag of salt is sprinkled on the floor, no Zombie can enter that square. A Hero can only sprinkle salt into a square in his death zone. The salt remains there permanently – it can't be gathered up and used again!

A bag of salt can be thrown at a Zombie as a missile. It has a range of 3 squares, and can be thrown even if the Hero has moved that turn. If it hits a Zombie it causes no damage as such, but the Zombie must roll its Toughness or less on a D12 or it is immediately destroyed. The bag bursts on contact with the Zombie (or with the floor if the throw is missed), and cannot be used again. If the throw misses, roll on the table for Skaven Plague Censers in the **Advanced Heroquest** rulebook to find out where it landed.

Card counters are provided for marking squares which are filled with salt.

Advanced Heroquest: Some Outtakes I Found
November 2, 2024

My recent post about the *Castle Drachenfels* book for *Warhammer Fantasy Roleplay* prompted some readers to ask about the very last thing I wrote for Games Workshop: The *Terror in the Dark* supplement for *Advanced Heroquest*.

I looked through a couple of old CDs, and by some miracle I found the Word files for my original submission to GW (actually Flame, who were handling AHQ as well as WFRP at that time) – and that discovery brought something to light that I had forgotten for more than 30 years. A lot of it was never used.

At a rough glance, it looks like Carl Sargent used about half of what I submitted. The rest of the book was made up of two articles reprinted from *White Dwarf* ("Henchmen" from #138 and "Treasure" from #139) and the adventure "The Quest for the Lichemaster," presumably written by Carl himself since he has a co-author credit for the supplement as a whole.

Over the next few weeks, I'll be going over my old files, pulling out anything that wasn't used, and cleaning it up for posting here. For now, here's a piece of fiction I wrote for the introduction to "Advanced Heroquest Undead Supplement," as the project was known in 1991.

Links

Both *Advanced Heroquest* and *Terror in the Dark* are long out of print, although they can occasionally be found online for fairly ridiculous prices. There are also some fan-made scans available for free. Your search engine of choice should be able to find them, but I'm not posting links here because I don't know any of these sites well enough to endorse them.

There is an Advanced Heroquest group on Facebook: https://www.facebook.com/groups/415637240814032/

Other than that, I wasn't able to find much. If there is still an Advanced Heroquest community that I wasn't able to find, let me know in the comments!

Advanced Heroquest: New Hazards
November 9, 2024

Following on from a previous post, here's another section of "Advanced Heroquest Undead Supplement" that didn't make it into *Terror in the Dark*. This time, it's a selection of new hazards.

New Monsters
The next instalment will provide profiles for any creatures mentioned here that are not covered in the **Advanced Heroquest** rulebook or in *Terror in the Dark*.

Advanced Heroquest: Undead Monsters
November 16, 2024

Carrying on from two previous posts (Fiction and New Hazards), here are some more outtakes from my manuscript for *Advanced Heroquest Undead Supplement,* parts of which became *Terror in the Dark*. This time, it's the undead monsters.

Only four undead creatures made their way into *Terror in the Dark:* the Wight, Liche, Ghoul, and Vampire. You'll find them here, too – with many others – because in a few cases, Carl Sargent made some changes while developing my manuscript. You can decide which versions you prefer.

Next week, I'll post the section on Dark Wizards and their spells that is mentioned in the notes for some of the more powerful creatures. Until then, enjoy these horrors – and let me know what you think of them!

Before we get started, though, a note on the look of this post. WordPress isn't the easiest when it comes to formatting tables, so I did the best I could – largely by creating the tables in Word and then pasting them in from screenshots. It's not ideal, I know, and someone with greater skill could probably have made it look a lot better, but I'm hoping you'll agree with me that it's the information that really matters. Anyway, enjoy!

Advanced Heroquest: Dark Wizards
November 23, 2024

Carrying on from the previous posts (Fiction, New Hazards, and Undead Monsters), here are some more outtakes from my manuscript for *Advanced Heroquest Undead Supplement,* parts of which became *Terror in the Dark*. This time, as promised, it's Dark Wizards.

Terror in the Dark includes rules and spells for Light Wizards, and my original plan was to add Dark Wizards as well, to support spellcasting enemies such as Liches and some Vampires. Carl gave Liches two new spells, which weren't included in my manuscript: here are some more.
So there you have it. Just one note on the spell components – I was clearly just making things up. As far as I know, none of these items actually exists in **Heroquest** or **Advanced Heroquest,** so if you enforce spell components strictly in your game, I'm afraid you're on your own.

Advanced Heroquest: Other New Monsters
November 30, 2024

Carrying on from the previous posts (Fiction, New Hazards, Undead Monsters, and Dark Wizards), here are some more outtakes from my manuscript for *Advanced Heroquest Undead Supplement,* parts of which became *Terror in the Dark*. This time, it's a selection of non-Undead creatures that might be found in the same dusty, cursed labyrinths as Undead.

Some of them are based on Citadel Miniatures, and some are not. I was giving my imaginations pretty free rein while writing this, and that may be why this section, in particular, did not appear in print.

Advanced Heroquest: The Quest Machine, Part 1
December 7, 2024

Last week I promised you the monster tables to go with my previous AHQ posts (Fiction, New Hazards, Undead Monsters, Dark Wizards, and Other New Monsters). Turns out I was lying. You see, I realized that they wouldn't make any sense without the quest generation system that I wrote for *Advanced Heroquest Undead Supplement.* In the final form of *Terror in the Dark*, this was replaced by Carl Sargent's multi-part "Quest for the Lichemaster," but here it is how.

This week, the base system and the first two location types. In the next few weeks, I'll post the remaining locations. *Then* the monster tables will make sense. I hope. Anyway, let me know what you think in the comments.

Advanced Heroquest: The Quest Machine, Part 2
December 14, 2024

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with two more locations from the quest generation system: Monastery Catacomb and Sanctuary of Morr. Next weekend I'll post the first two neutral locations: Cemetery and Place of Legend.

I've No F… Fate Points Left to Give!

What happens if a Hero is penalized for searching a sarcophagus, but has no remaining Fate Points?

I must admit, it looks like I overlooked that possibility when I was writing. My bad. But fortunately, I have a great community of readers and a couple of them came up with some suggestions. The GM can use whichever solution they like – or come up with something of their own – in which case, please share it in the comments below!

***b* says:** *Maybe at that point, they catch a disease from the sarcophagus, and if they already have a disease, give them a new disease with cumulative disease effects, or generate a ghost as a wandering monster at each defiled sarcophagus?*

Totsuzenheni Yukimi* says: If a player wants to search a sarcophagus then I suggest that GMs tell that player that their various followers and hirelings are clearly not impressed by the suggestion of ransacking the sarcophagus, and give the player a chance to change their mind. If a player goes ahead and searches a sarcophagus then they either lose a permanent Fate Point or, if they don't have any permanent Fate Points left, then a number of their followers leave. I haven't decided whether it's better to have those followers leave immediately (mid-quest) or between quests.*

Alternatively, the player could be fined 100 GC (or more, if 100 GC is not a sufficient deterrent. I suggested this in some of the quests, but clearly I forgot to make sure it was in all of them. Again, my bad.

Advanced Heroquest: The Quest Machine, Part 3
December 21, 2024

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with the first two neutral locations from the quest generation system: Cemetery and Place of Legend. Next weekend I'll post two more: Underground Battlefield and Dwarfhold Tomb Complex.

Just like my mention of Heinrich Kemmler in a previous instalment, the quests for these two locations include multiple references to *Warhammer Fantasy Roleplay*. Deedesveld Burial Ground comes from something I wrote for the Marienburg series in White Dwarf, which eventually saw print in Anthony Ragan's *Marienburg: Sold Down the River*, while the Yetzin Valley is the setting for the four original *Doomstones* adventures (*Fire in the Mountains, Blood in Darkness, Death Rock,* and *Dwarf Wars*), which is also where the names of the Orcs Torgoch and Radzog come from.

Advanced HeroQuest: The Quest Machine, Part 4
December 28, 2024

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with two more locations from the quest generation system: Underground Battlefield and Dwarfhold Tomb Complex. Next weekend I'll post the first two evil locations: Necromancer's Lair and Evil City. Here they are.

As in previous instalments, the quests for these two locations include multiple references to *Warhammer Fantasy Roleplay*. The Dwarf necromancer Sulring Durgul was created by Ken Rolston in *Something Rotten in Kislev,* and the tombs of Kadar-Gravning feature in the Doomstones adventure *Dwarf Wars* (the second part of *Wars and Death* in the Hogshead reprint of the series). The mention of Durgul's name here is nothing more than that, and I don't think my intention was ever to tie the quests that mention him into the storyline of *Something Rotten in Kislev*.

The Dwarfhold of Karak-Mordin seems to exist purely in this supplement. I think I made the name up, but it was intended to be a typical example of a World's Edge Dwarfhold destroyed by Orcs.

One important note: A number of the quests here don't use the conventional structure where the first two Quest Rooms are stairs down and the third is the quest objective. I experimented with some other structures, and a few of them could potentially drag on for a very long time. If you try any of them, let me know in the comments – and if you complete them, let me know how long it took you!

Advanced Heroquest: The Quest Machine, Part 5
January 4, 2025

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with two more locations from the quest generation system: Necromancer's Lair and Evil City. Next weekend I'll post the final two Quest Machine locations: Overrun Necropolis and Vampire's Stronghold.

Unlike in previous instalments, the quests for these two locations do not include references to *Warhammer Fantasy Roleplay,* but they do tie in to some of my previous work on *Warhammer* lore.

I created the liche Morbius in the box-back story I wrote for the *Skeleton War Machines* boxed set. I had hoped to do more with him and his Skeleton champions at some point, but the opportunity never arose and as far as I know this is the only other place in all of *Warhammer* lore that he is mentioned. His name, in case anyone is interested, came from the word "morbid" with a Latin-style ending to sound more mystical.

The Skeleton hero Ennio Mordini, and the story of his conquest of Lambrusco, came from another box-back story of mine: this time, *The Nightmare Legion* from the *Regiments of Renown* series. The names of the Tilean city-states in that story are typically trite for *Warhammer* at that time, when we believed that no-one outside the English-speaking world would ever see our work and our view of Old World nations was informed by the prejudices and conventions of 20th-century British comedy. Lambrusco was named for a wine that was cheap and freely available in corner shops across the country, which my girlfriend at the time drank in heroic quantities. Organza had no particular inspiration – I was vaguely aware that it was some kind of fabric, but mostly the name sounded okay in context and I only had 30 minutes or so to write the story so I couldn't be picky.

Like Morbius, I vaguely intended to do something more with Mordini and his war of vengeance against Tilea's city-states, but the opportunity never came. However, he has been mentioned a few times down the years, as this entry in the *Warhammer Wiki* shows. And yes, his name is based on that of Italian composer Ennio Morricone, who is best known for his iconic theme tune to the Clint Eastwood spaghetti western *The Good, the Bad, and the Ugly*. The first syllable in Mordini was chosen to suggest death.

Advanced Heroquest: The Quest Machine, Part 6
January 11, 2025

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with the final two Quest Machine locations: Overrun Necropolis and Vampire's Stronghold. Next weekend I'll post a section on side-quests and the list of cardboard components that I submitted with the original manuscript.

As in previous instalments, the quests for these two locations include multiple references to *Warhammer* lore. The city of Praag is well known from the *Kaleb Daark* comic and later sources, but as far as I remember the Geroyograd cemetery is my own invention. Kreutzhofen and the Reichenbach family come from *Death's Dark Shadow,* a minor Flame Publications release developed by Carl Sargent from the old scenery pack *Blood on the Streets*. Sadly, this is no longer available. This was written before the Vampire Counts became part of *Warhammer* lore, otherwise I would probably have named the Carstein family instead.

Advanced Heroquest: Side-Quests and Cardboard
January 18, 2025

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with a section on side-quests and the list of cardboard components that I submitted with the original manuscript. Next week, I'll post the long-awaited monster tables that power all of this.

This section was inspired by an old board game called Expedition that I had played as a teenager. This video tells you all about it. As you worked to outfit your expedition, you could pick up cards that gave you additional goals for additional rewards, and I thought this was a good idea for Advanced Heroquest.

This is the unedited list of requested components that I sent to Games Workshop. It may be of interest to anyone who is planning to recreate the supplement as I originally planned it. At the time, it seemed too much to ask for miniatures of all of these items, though today I'm sure there are many suitable STL files for 3D printing. If you know of any good sources, feel free to list them in the comments.

The HeroQuest set already had a sarcophagus and other pieces of furniture that would have come in, as well, although the proportions are not quite what I ask for in this list. I don't know why that is: perhaps I vaguely remembered the items but not their shape, or perhaps I wasn't thinking of Heroquest at all.

Furniture

- Sarcophagus – 3 squares x 1 square
- Lectern with book – 1 square
- Shrine – 3 squares x 3 squares
- Charnel Pit – 3 squares x 3 squares, pit full of bones
- Workbench – 2 squares x 1 square
- Pillars – 1 square each, 2 of them
- Gong – 2 squares x 1 square, huge gong on frame

Character Monster Counters

- Necromancer
- Liche
- Undead Warlord
- Vampire Lord
- Lesser Vampire
- Clan Skryre Skaven Sorcerer (if there's not one already)

Advanced Heroquest: The Monster Tables
January 25, 2025

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with the monster tables that underpin the Quest Machine system. Next weekend, I'll post one of the final unpublished sections: Magical Treasures.

Once again, apologies for the wobbly tables. I've tried a few things to get the columns straight, but WordPress continues to defeat me.

Also, I make no guarantees about how balanced these tables are in terms of balance. A Greater Daemon of Tzeentch seems significantly more dangerous than a group of four cultists, but all I can tell you is that this is what I wrote at the time. If you intend to play with these tables, feel free to adjust them as you see fit.

Advanced Heroquest: Magic Treasures
February 1, 2025

The outtakes from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) continue this week with a selection of magical treasures that I submitted with the original manuscript. Next week, I'll post the final instalment, on mundane equipment.

Advanced Heroquest: New Equipment
February 8, 2025

The final outtake from *Advanced Heroquest Undead Supplement* (published as *Terror in the Dark*) offers a few items of equipment for adventurers who are expecting to confront the undead.

As with everything in this series, it is presented exactly as I wrote it in 1991. I probably haven't thought about AHQ since then, so I can offer no guarantees about how well it works – but I welcome your feedback in the comments.

Also, I have been approached about making this available as a free electronic publication. Is that something that would be of interest to the community? Honestly, when I posted the first instalment I had no idea that AHQ was still popular. Anyway, let me know.

Next Saturday, I'll do… something else. I'm thinking of kicking off a series about the gods of the Old World, as presented in the WFRP 1 rulebook and other 1st edition sources. Does that sound like it would be of interest? Again, let me know.

GG